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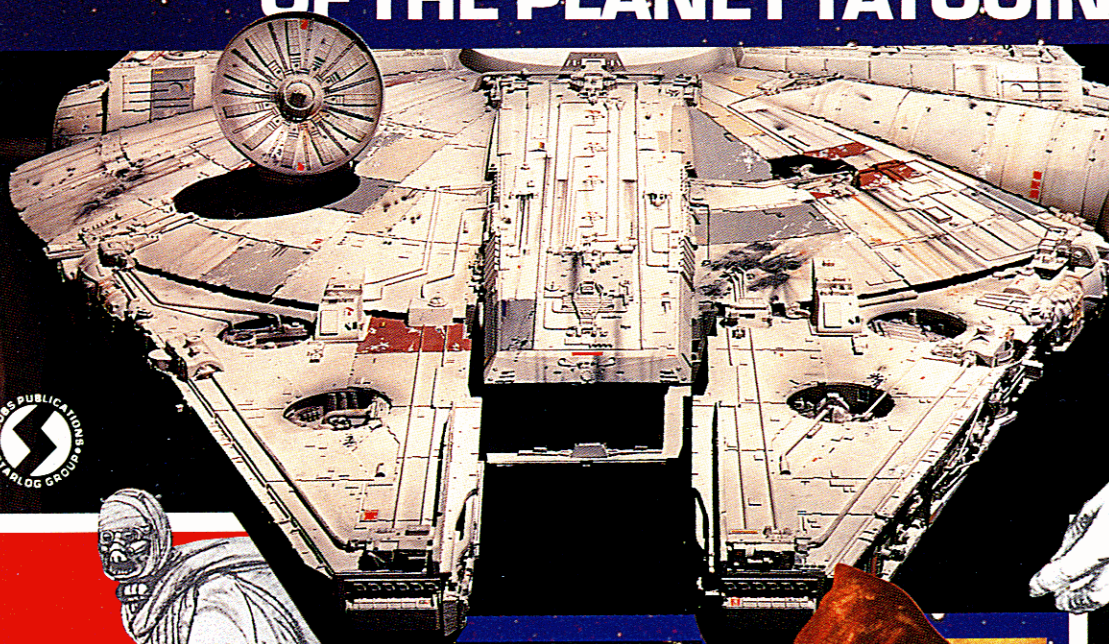
STAR WARS®

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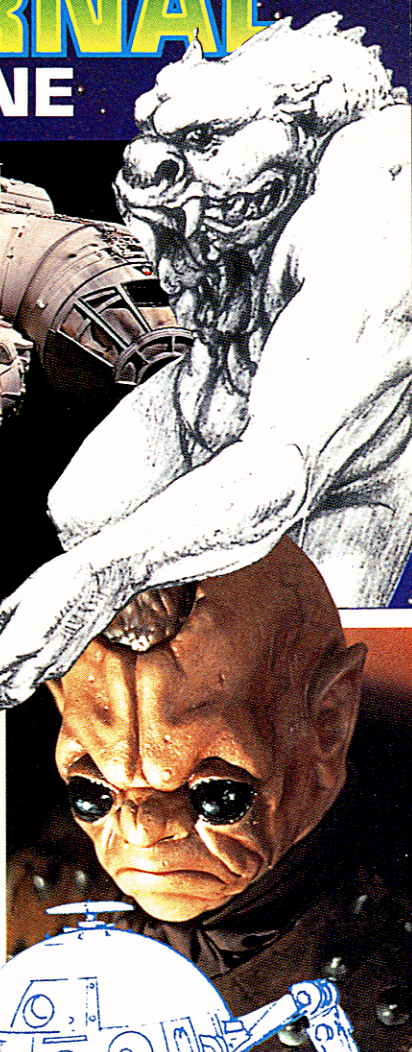
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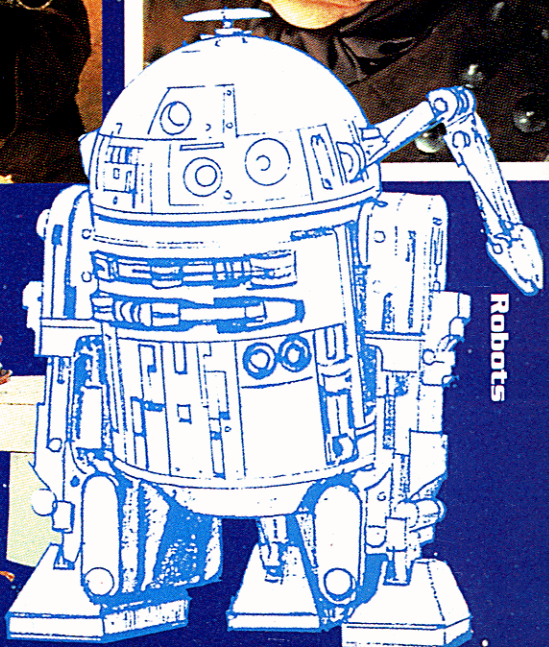
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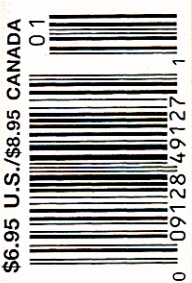
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INTRODUCTION

Welcoming the respite from the relentless Texas heat, I walked into the cool, dark Northpark I Cinema in Dallas. I knew that the movie I was about to see had received rave reviews across the board. I had no idea that the adventure I would experience for the next two hours, the script for which had been rejected by almost every studio in Hollywood, would become an historic American icon.

That was 16 years ago (has it been that long?)—May, 1977. The movie was *Star Wars*. Never did I think that I would be given the opportunity to document the hardware that movie splashed upon our minds, but here I am, an accessory after the fact, putting pen to paper as I blueprint the single most intricate technological universe in the history of the movies.

This volume, the first of three, covers Luke Skywalker's home, the desert world of Tatooine. I hope you enjoy your visit.

I am thankful to George Lucas for his vision and persistence. Without them, *Star Wars* would never have come to pass. And I'm grateful to STARLOG for giving me the chance to have this tiny corner of the *Star Wars* universe for myself.

Shane Johnson
August 1993



ACKNOWLEDGMENTS

A great deal goes into the writing of a book like this one. Since most of my previous work involved *Star Trek*, I have amassed a rather large body of books, videotapes and photos on the subject and my personal knowledge of the *Star Trek* universe is extensive. However, only after I had accepted this assignment and began to dig through my own library, did I realize just how *little* reference material pertaining to *Star Wars* I had.

To my rescue came many people. Firstly, I would like to thank my editor, David Hutchison, for donning coveralls and working on hands and knees to dig through the massive and dusty Lucasfilm warehouse archives. The set construction drawings, photos and books he sent along proved invaluable. My drawings, especially of the *Millennium Falcon*, are based on the actual blueprints of the models and sets as they were used in the films.

My primary sources for reference material were those graciously provided by Lucasfilm. There were also, of course, the films themselves, which I endlessly scanned and freeze-framed. I listened to National Public Radio's dramatic version of *Star Wars*, which filled a few gaps for

me. Where all of that did not reveal something I needed to know, I turned to *A Guide to the Star Wars Universe*, compiled by Raymond L. Velasco and published by Ballantine.

Also of great help was the *Star Wars Role-playing Game* by West End Games. Their work is quite thorough and imaginative, and wherever possible, I have tried to maintain continuity with them.

I would like to thank Jamie Murray for allowing me to borrow his 16-year collection of books, magazines, and articles pertaining to the *Star Wars* saga. More than once, some needed gem of info was found among the many pages of material he loaned me.

Also helping out were Scott Bell, Barry Smith, John Hopkins, Carl and the folks at Laser Copy, Mark Vinson, Don Maass and my wife, Kathy, who somehow manages to put up with my nocturnal work habits. If Oscar Madison were a vampire...well, you get the idea.

This book is dedicated to the memory of Apollo 15 lunar module pilot James Irwin, who found the only white rock ever brought back from the surface of the Moon.



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TATOOINE



The world of Tatooine lies on the outer fringes of the galaxy, far from the primary galactic population center. It is the first of three planets orbiting the binary stars Tatoo I and II, which are rather ordinary G-1 and G-2 type stars, respectively. The system's other two worlds, Ohann and Adriana, are uninhabitable gas giants with seven moons between them.

It is believed that the planet once bore great amounts of oceanic water. During the initial colonization of Tatooine, mining expeditions, boring deep into the planet's primeval crust, unearthed multiple layers of fossil bearing rock. Jawa folklore holds that the great Dune Sea was once a true ocean and not just the vast expanse of hot desert sand that exists today.

Discovered during the main expansion period of the Old Republic, Tatooine was at first thought to be a third sun in the system and was charted as such for decades. Closer approach re-

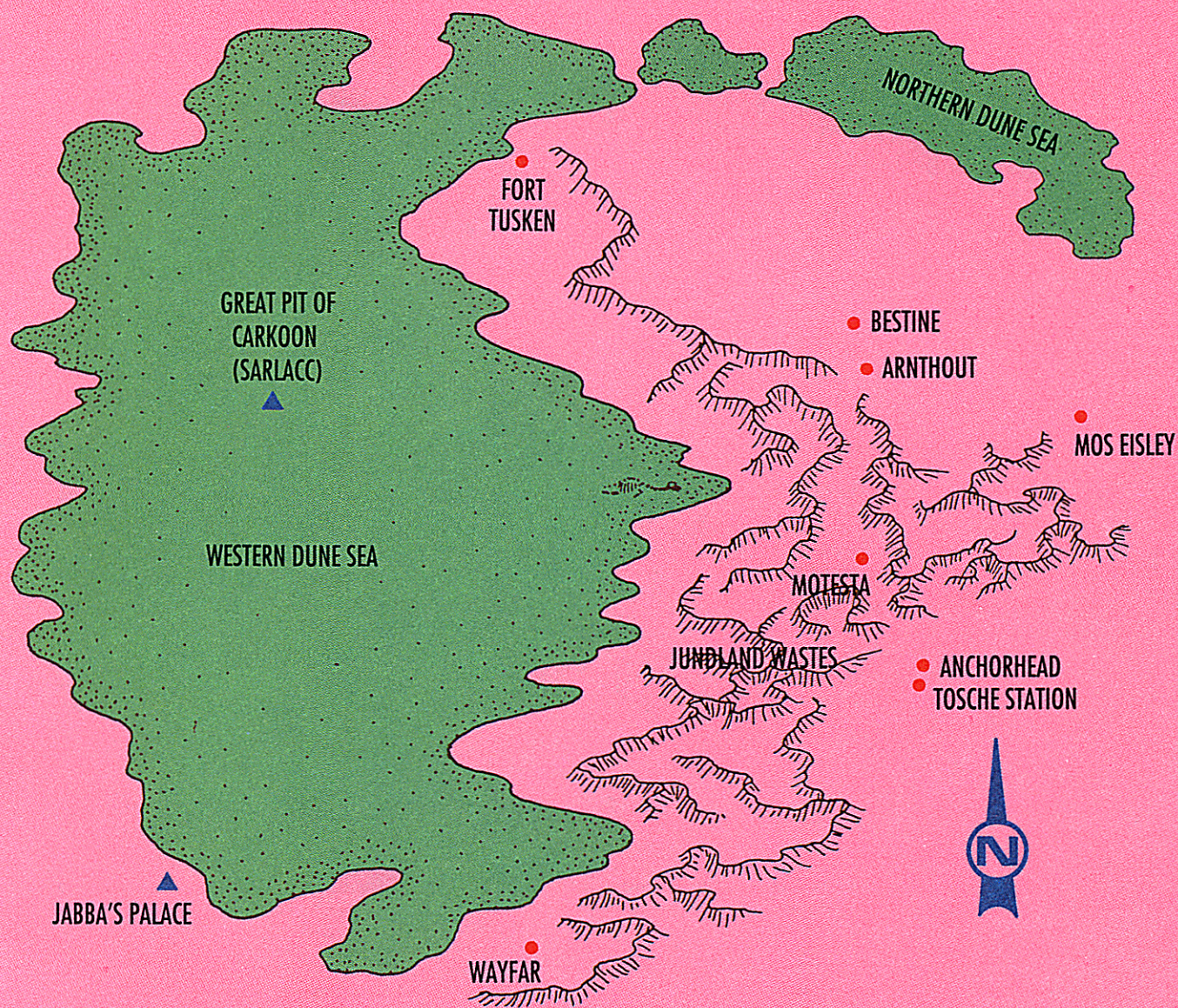
vealed a world of brilliant crystalline sands, and it was these which had reflected the light of the twin suns so effectively that the earlier mistake had been made. Tatooine was seen by its original settlers as a treasure trove of minerals and ores, prompting something of a "rush" to the planet soon after the Republic's preliminary surveys were completed. Mining colonies sprang up overnight, centered in a relatively small area of the planet's northern hemisphere.

An unusual concentration of magnetic ores in the planet's mantle, interacting with Tatooine's intense planetary magnetic field, shifts prevailing wind patterns and atmospheric concentrations, creating a zone of relative coolness in one location. While the remainder of the planet reaches highs better than 65.5°C throughout the year, the single temperate zone rarely exceeds 43°C, while reaching nighttime lows near freezing. Although limited exploration has mapped out all of Tatooine's

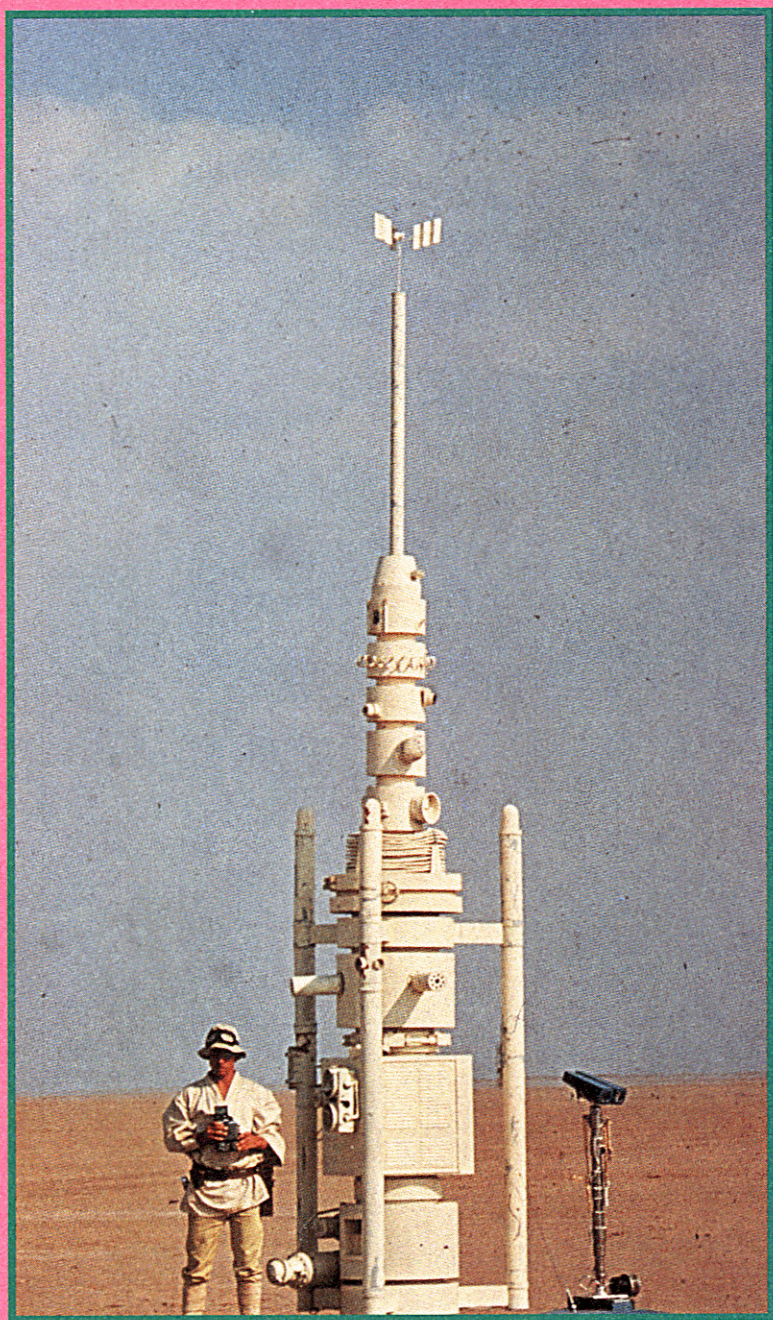


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MAP OF TATOOINE

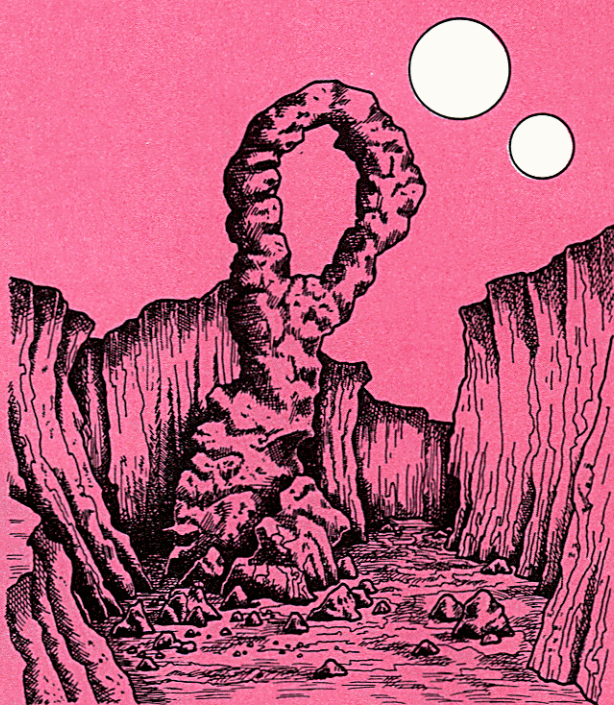


Above: Moisture vaporators (see page 13 for detail) dot the arid landscape of Tatooine. **Top right:** The Stone Needle, an unusual geological formation in the Jundland Wastes (see page 46), towers nearly 60 meters above the floor of Beggar's Canyon.

surface, there are no outstanding features or mining opportunities enticing enough to cause habitation of the planet's hotter regions.

Tatooine's mineral resources failed to meet most corporate expectations, however, and all but a very few closed their mines and pulled out long ago. Much equipment was badly worn and left behind, where it was quickly claimed by the native Jawa and Sand People populations. Some of the moisture farms that had sprung up found use for the mining compressors and shallow-diggers abandoned in the evacuation, though most farmers found themselves being billed for the machinery they had adopted.

The first settlement established in the northern sector of the temperate zone, Fort Tusken, was founded at the northern end of the area known as the Jundland Wastes. The settlement was quite successful during its first two years, for its extensive moisture vaporator array



pulled enough water vapor from the atmosphere to allow the growing of healthy, bountiful crops.

Then, during Fort Tusken's third growing season, mysterious raiders began attacks upon the settlement. The unprovoked assaults wounded many and killed a few, and resulted in the disabling of several crucial pieces of farm equipment. Repairs were made and the settlement survived, despite repeated attacks by what came to be known as the "Tusken Raiders" or "Sand People." Eventually, however, the harsh conditions present at the extreme northern end of the temperate zone forced the inhabitants of Fort Tusken to abandon the settlement. Some colonists left the planet altogether, but most joined friends and relatives living on the moisture farms farther south.

The official capital of Tatooine is Bestine, a town some 200 kilometers west of Mos Eisley. With just over a thousand permanent residents, Bestine holds what government the planet has in a hewn-stone building on the town square. Facing the capitol building is Bestine's Museum of Tatooine, which proudly displays an impressive collection of sand and sandglass sculptures. The main hall of the museum boasts the only complete, fully-mounted and properly-displayed krayt dragon skeleton on the planet.

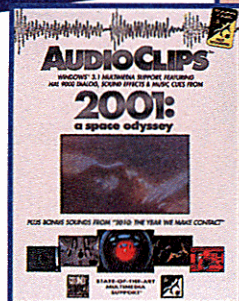
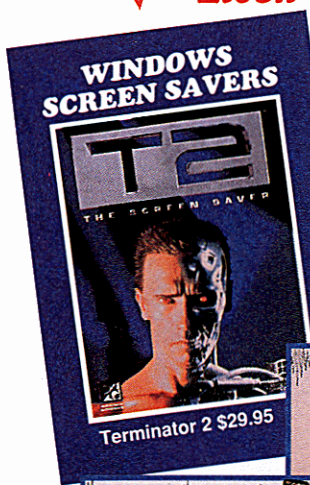
Today, Tatooine has a population of approximately 80,000. The planet supplies salts and silicas (and little else) to those worlds in need. Smugglers use the planet as a safe haven, for it lies just beyond the regular patrol routes of the Imperial police and is rarely intruded upon by law-enforcement officers. The most interesting of Tatooine's claims is that it is home to some of the most beautiful sandglass sculptures known.

SOUNDS LIKE FUN!

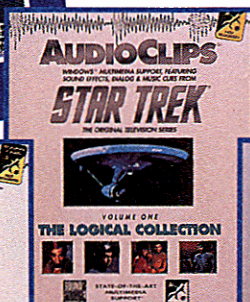
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This is only a small sampling of the fun you can have with the Sound Source products.



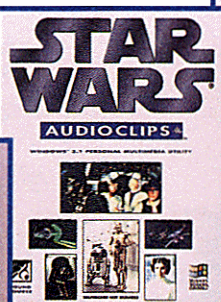
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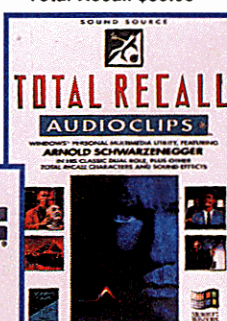
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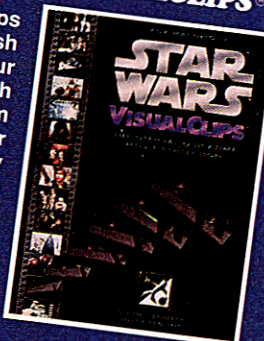


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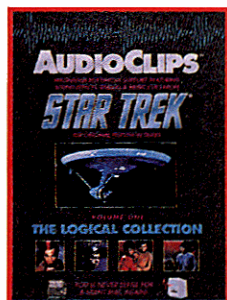
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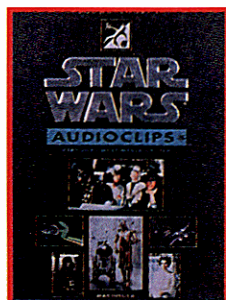
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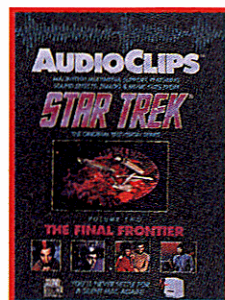
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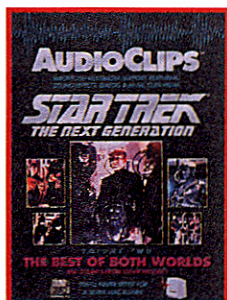
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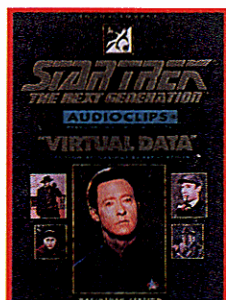
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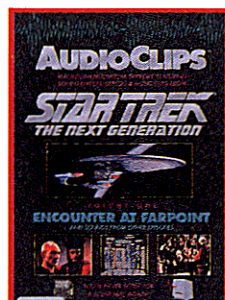
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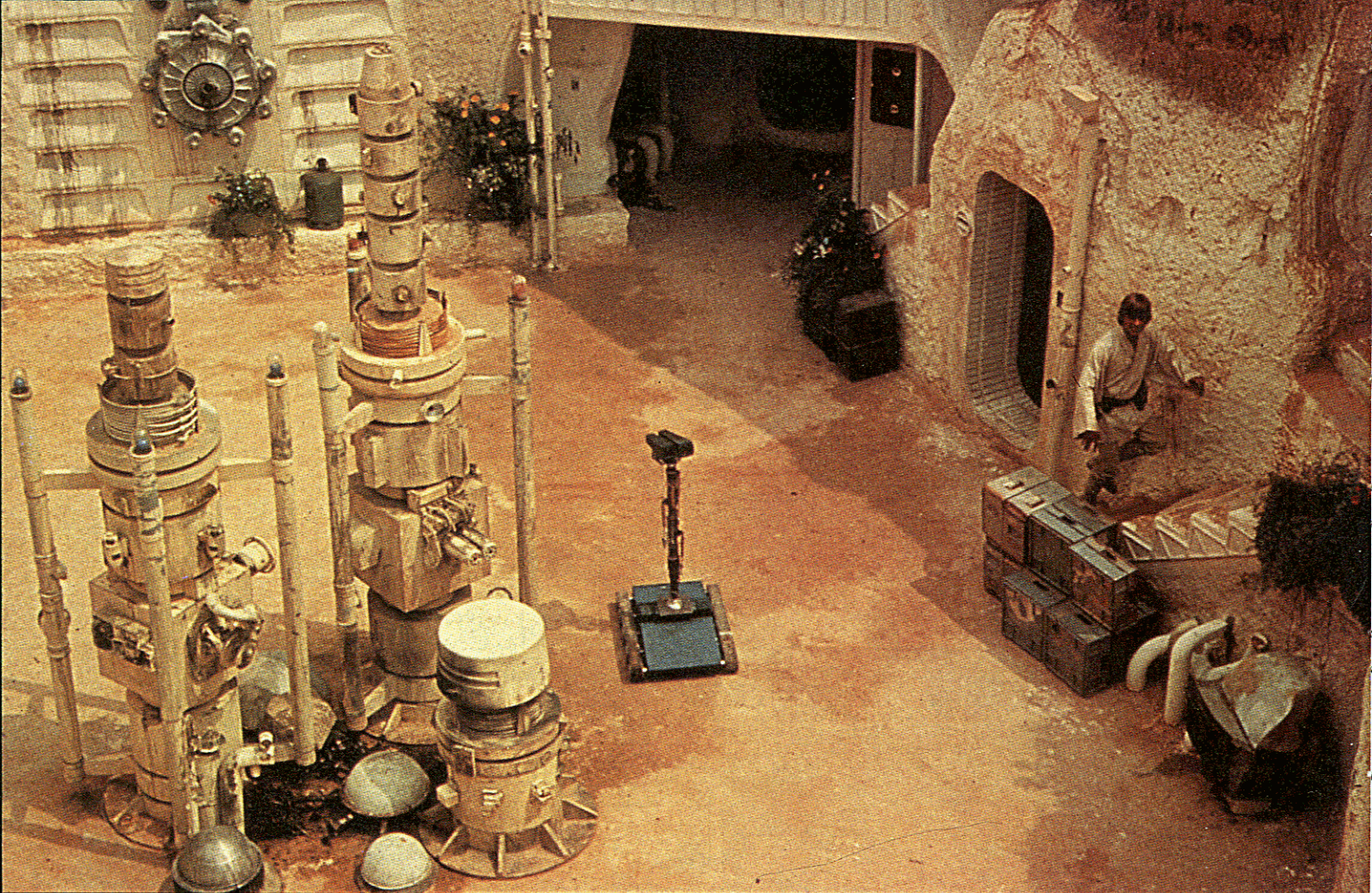
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Below-ground dwellings are a common design for moisture farms; the sand acts as a natural insulator from the extremes of temperature between night and day. A central courtyard offers light and air to the various rooms, while a Vaporator captures any escaping moisture.

MOISTURE FARMS

Most of those seeking to make a living on Tatooine do so by gathering the planet's single most valuable resource, water. These "moisture farmers," as they are known, use the water they extract to irrigate underground crops, then store the remainder in vast subsurface tanks for later sale. While some of the crops produced are sold in town, they are not the main source of income. The foods grown primarily supply the farm families, who barter edibles with each other while relying upon water sales for their principal income.

The water is extracted from the air through the use of "moisture vaporators." These devices utilize ionized fields and cooling rods in order to create condensation of whatever vapor is contained in the surrounding air, and can draw water from air containing as little as one-point-three percent humidity. Tatooine's average is five-point-four, yielding an adequate water output year-round.

The living areas of moisture farms are underground, providing relief from the intense heat above. Tunnels connect an intricate array of living rooms, bedrooms, garages and store-rooms, as well as kitchen, dining and personal areas. Domed entry/exit points and circular wellshafts 10 to 20 meters across provide access to the surface above.



Temperatures can drop quickly as night falls on the high plateau deserts of Tatooine.



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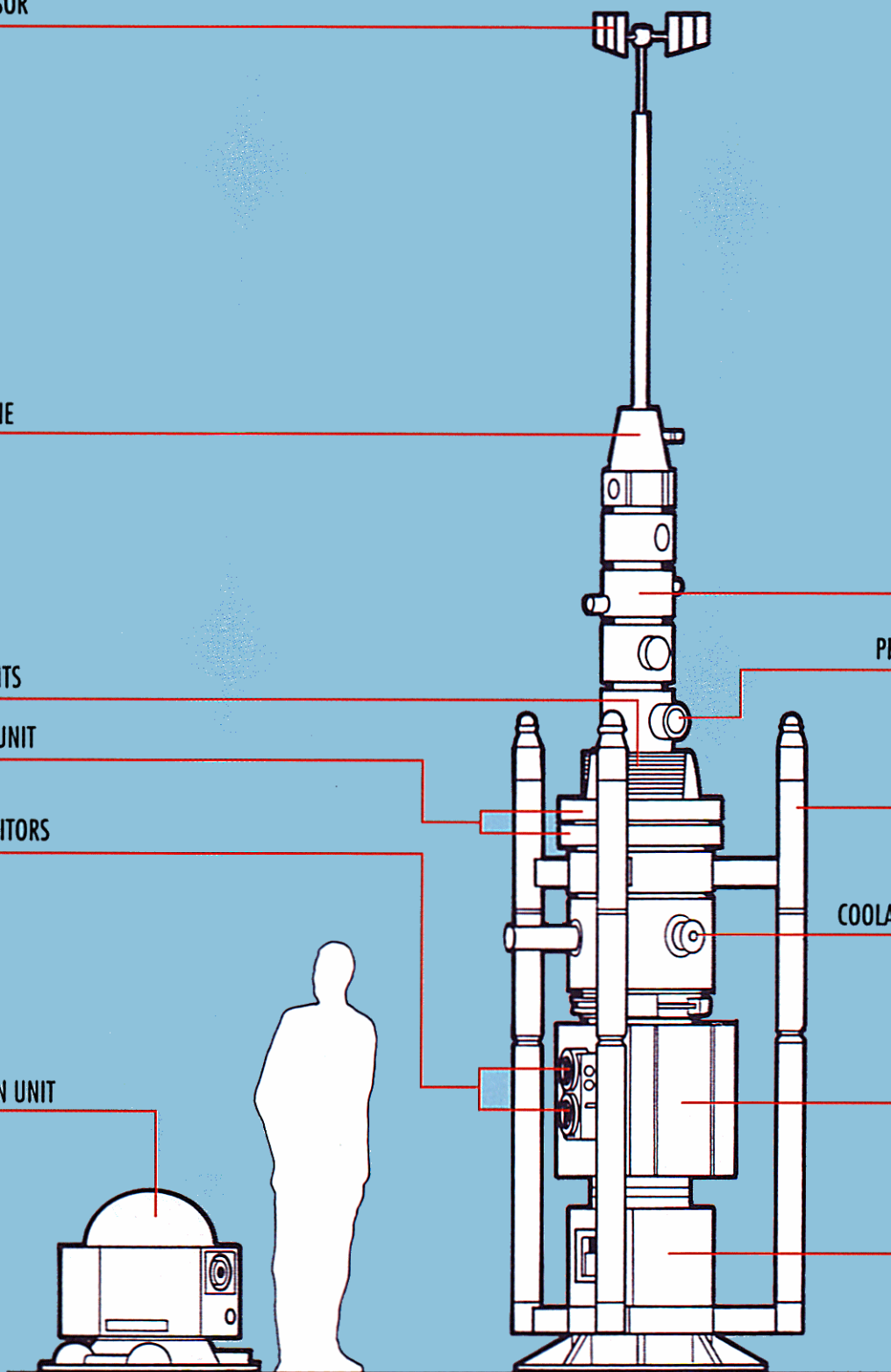
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MOISTURE VAPORATOR



Most farm-produced edibles are grown to support the owner's family, and are not a cash crop.

Several moisture farm clusters, or communities, dot the landscape south and north of the Jundland Wastes. These farmers rely upon each other heavily for many things, creating a strong family bond between farms. Equipment is shared, as are emergency rations and medical supplies.

Farmers on Tatooine seldom buy new machinery, for seldom does pristine equipment find its way to the planet. Most of the droids, pump fittings, power converters and vaporator parts the farmers need are bought either in town at used equipment lots, or at home, via monthly Jawa sandcrawler visits. Even though going into town involves transporting newly-bought goods across vast areas of desert, often a hard-

ship, many farmers prefer to make the trip rather than deal with the Jawas. Equipment bought at established lots is usually guaranteed to some extent and has a past-use history, while the Jawas' goods are generally pot-luck and often stolen.

Since Tatooine has few, if any, roadways, most travel is done in landspeeders. These one, two or four passenger vehicles utilize compact repulsor coils and air turbine engines to travel at high speeds over the rocky, sandy surface of the planet. The speeders never touch the surface, riding instead upon an anti-grav cushion of air. Most moisture farms own several landspeeders, and use them primarily for inspection tours of their vaporator arrays. ●



Family meals are prepared economically in the desert regions; quick-sealing food storage containers preserve every precious drop of moisture.





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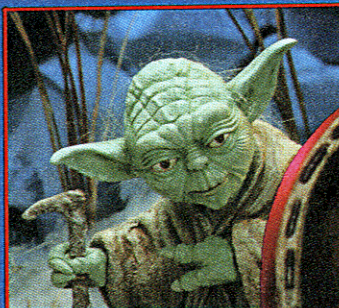
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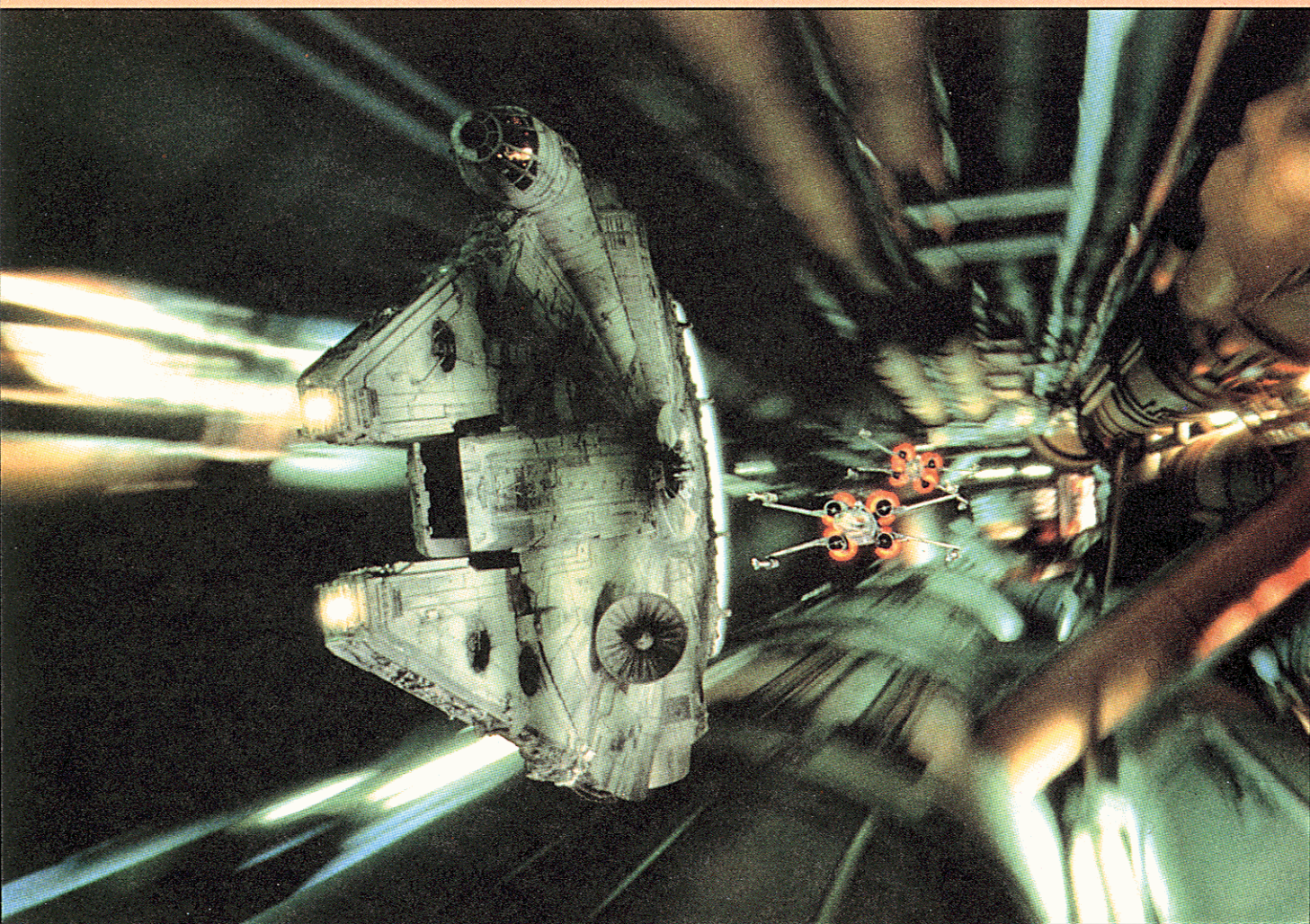
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C-3PO shown actual size
Photo by Bill DeMichele



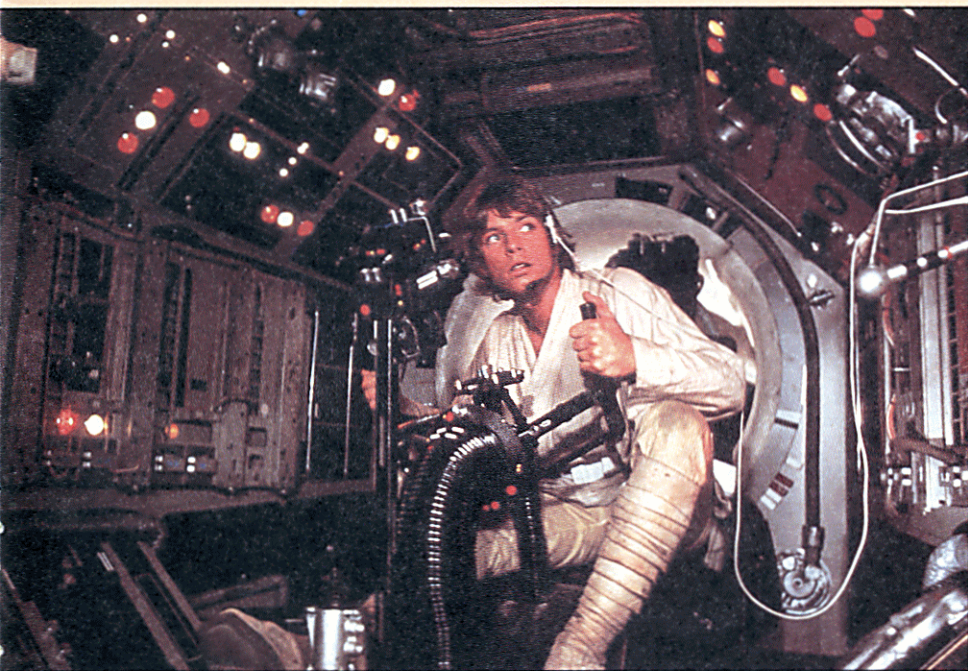
MILLENNIUM FALCON

Now famous following her involvement in victories at *Death Star I* and *II* (also known as the Battles of Yavin and Endor, respectively), the *Millennium Falcon* has become an invaluable addition to the arsenal of the Rebel Forces. Few can fly her, and none better than her captain, Han Solo, and his Wookiee friend and co-pilot, Chewbacca. In fact, Solo's bravery and piloting skills during the battle at *Death Star I* prompted the Alliance to overlook his rather colorful past and offer him the rank of General. Only after his rescue from carbon-freeze did Solo accept the honor and become a full-fledged (if freelance) member of the Alliance.

Despite her outward appearance, the *Falcon* is not the standard YT-1300 cargo vessel she seems. Heavily modified from her original stock configuration, the *Millennium Falcon* has acquired capabilities unheard of in Corellian standard freighters. Able to reach point five beyond lightspeed, she is one of the fastest non-Imperial vessels currently in use and owes much of her power availability curve to a vast array of unregistered and normally incompatible computer and thrust system modifications.

The majority of the unlicensed and largely un-recommended components in place aboard the *Falcon* were installed and fine tuned by Solo and Chewbacca, once these items had been obtained through many of the unusual sources in the smugglers' network. These same modifications have given the *Falcon* more "personality" than most ships; on more than one occasion Solo has repaired or activated a system simply by banging on a bulkhead.

Before their involvement with the Alliance, Solo and Chewbacca led an extremely hazardous lifestyle as two of the most talented smugglers in the galaxy, often making them the targets of both Imperial enforcers and those bounty hunters that constantly hounded their travels. At the time of Solo's first encounter with Kenobi and Skywalker, the *Falcon's* greatest claim to fame was that she was the ship that held the completion record for the Kessel Run, something of a smuggler's speed and endurance contest. Those ships hired to make the run must deliver specified loads of certain substances (usually spice from the mines of Kessel) to a number of moving trade ships before they all pass beyond the limits of the free



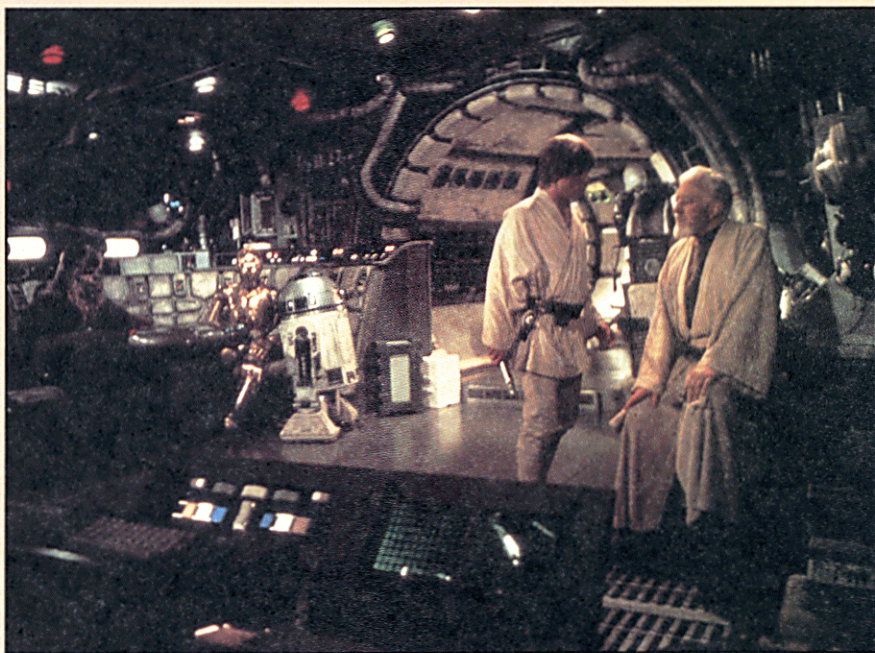
Able to reach point
five beyond
lightspeed, the *Falcon*
is one of the fastest
non-Imperial vessels
in use.

trade lanes near the planet. Speed is of the essence, for the smuggler's ship must cover the distance between the divergently-moving vessels and make all of its deliveries before the trade vessels cross into Imperial space.

The *Millennium Falcon's* power, propulsion and computer network arrangements require a constant maintenance schedule that keeps her repair and adjustment time at a level nearly twice the ship's flying time. Solo regards the trade-off as well worth it, for more than once his life has been saved by his ship's speed and extreme maneuverability. A beefed-up hyperdrive system is at the core of the *Falcon's* increased speed, which is well above the light-speed plus point one capability of the standard Corellian YT-1300. Four fuel slug tanks in the ship's power core give her an increased range, even at extreme speeds and engine temperatures. While repairs to her various systems must usually be performed each time the ship lands, she refuels at an average rate of only once per month.

The *Falcon's* increased speed led to the need for a more advanced navicomputer than that of the standard YT-1300. Precise calculations are required for the complex hyperspace entry and exit procedures used by faster-than-light vessels, and the *Falcon* is no exception. Solo, using an unconventional (and usually risky) combination of different starship and droid logic systems, has improvised a navicomputer processing matrix that not only works, but works well.

Lando Calrissian, the ship's former owner, replaced the standard Corellian twin-guns atop the *Falcon* with both dorsal and ventral quad-lasers. Solo later added even greater firepower by increasing the size of each barrel's energization crystal, providing his ship with laser beam intensity that can destroy a pursuing light ship



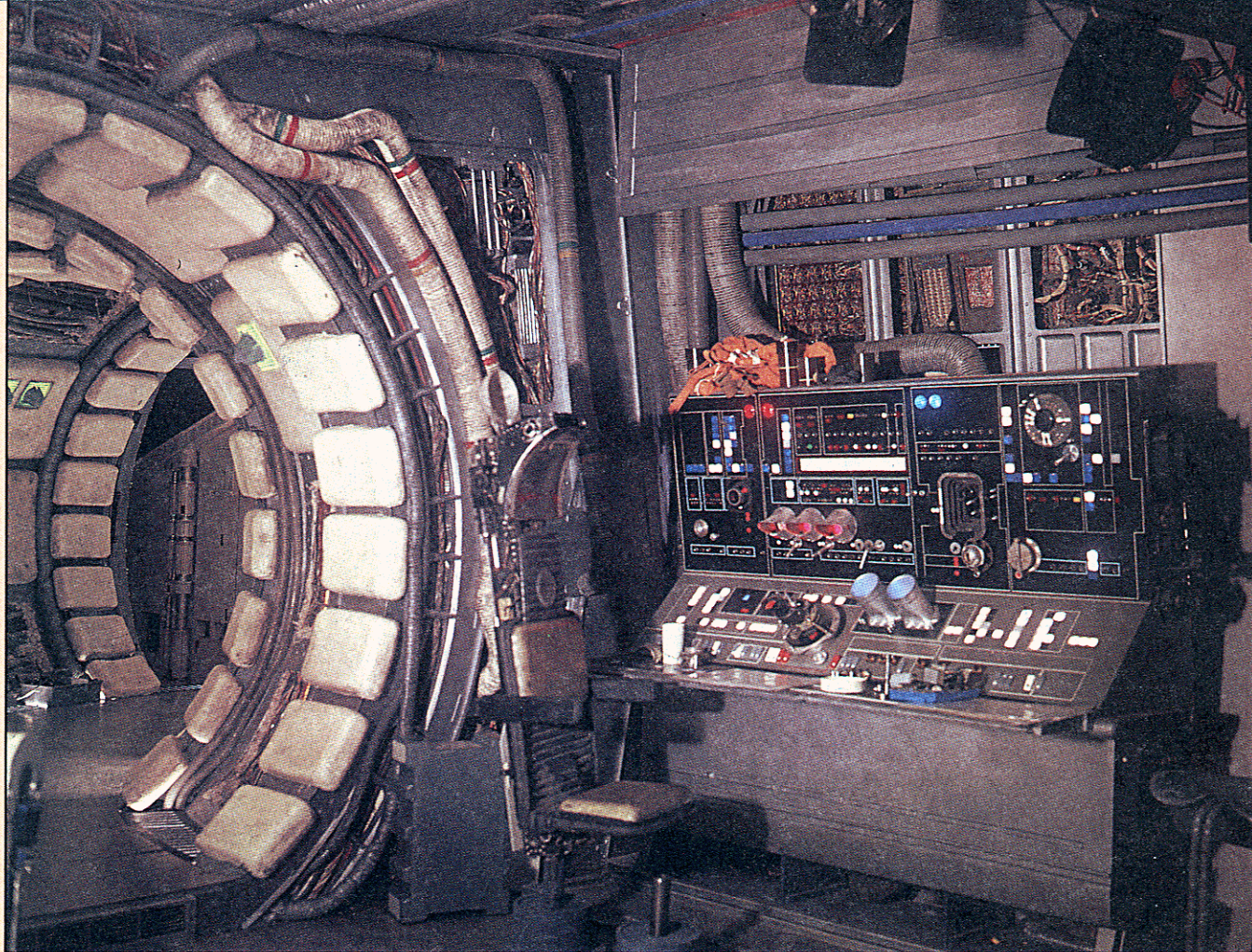
(such as a TIE fighter) with a single hit. These formidable weapons, designed for prolonged use without overheating, can be fired either from their corresponding turret stations or from the cockpit. Remote cockpit operation, however, generally provides less accurate targeting than can be attained manually.

A third, steerable blaster cannon, smaller and far less powerful, can be lowered from a compartment in the *Falcon's* forward starboard hull. This weapon is only used while the *Falcon* is on the ground, and is controlled from a targeting panel in the cockpit.

Concussion missiles housed in the lower center-forward mandible can be fired with great accuracy from this same firing control panel. These missiles, powerful enough to penetrate any ship's hull (even through light shielding), pack more punch than either lasers or proton

Top: Luke Skywalker demonstrates the operation of one of the twin gun turret placements on board the *Falcon*.

Above: Chewbacca's holographic game board has been installed opposite the *Falcon's* main engineering console; there is also easy access to the main power/conduits here.



The *Falcon*, which is in a constant state of modification, operates surprisingly well considering the amount of experimental tinkering that goes on; the main engineering console, which is positioned against the aft bulkhead of the forward cargo hold, is used to monitor Solo's improvements.

torpedoes can. Only two missiles were used by the *Falcon* in destroying the main reactor of *Death Star II*.

The *Millennium Falcon* carries a Solo-enhanced deflector shield system, one equal to any comparably-sized unit in use by Imperial forces. The ship's twin shield generator/projectors are housed against the forward main hull, protruding into the *Falcon*'s mandibles. The shields can be angled and reinforced against enemy fire, making all deflector power available whether the *Falcon* is engaged in frontal attack or full retreat. In addition, a navigational deflector system mounted between the ship's forward mandibles normally keeps space ahead clear of small-to-microscopic impact debris.

The *Falcon*'s characteristic forward mandibles contain a densely-packed clutter of flight equipment, far more than the area is designed to house. Because of this, a congested tangle of crudely-strung power cables and computer linkages make the area one in which repairs are often difficult. Stellar navigation sensors, tractor beam generators, multiple communications arrays, long-range jamming equipment and gravity-flux compensators fill what would largely be used as unpressurized storage space in any standard YT-1300. Four circular ports provide limited access to the systems within the mandibles, but most of the devices can only be reached by removing their adjoin-

ing hull plates. The forward surfaces of the mandibles contain high intensity floodlights for use during low-altitude flight.

One of the *Falcon*'s most notable features is her topside port-mounted radar dish, huge for a vessel her size and added by Solo as insurance against detection by distant foes. The dish and its hardware allow the *Falcon* to spot other ships in space (and then change course if necessary) several minutes before the possibly unfriendly vessels know the *Falcon* is there. During his smuggling days, Solo claimed he never ran from a fight where the odds were even or better. In truth, he often prefers to sidestep confrontation altogether (despite bravado to the contrary), and his self-installed early warning system allows Solo and Chewbacca to avoid undesirable entanglements.

Cargo is generally on-and-offloaded via two port and starboard loading ports. These lead to the ship's three cargo holds, the forward of which is largest. Much of the vessel's propulsion and power allotment circuitry snakes its way through the bulkheads of the forward hold, with several removable floor and ceiling panels providing access. The aft bulkhead of the room is dominated by the *Falcon*'s engineering station, along with several large power, coolant, and control conduits. An adjoining circuitry bay lies beyond a door in the portside bulkhead.

The portside hold, cargo allowing, serves as



MILLENNIUM FALCON

- 1 DEFLECTOR SHIELD GENERATORS (2)
- 2 NAVIGATIONAL DEFLECTOR SYSTEM
- 3 BUNK
- 4 LIFE SUPPORT SYSTEM
- 5 EMERGENCY ATMOSPHERE TANKS
- 6 COCKPIT
- 7 EMERGENCY GENERATOR
- 8 HYDRAULIC SYSTEM
- 9 STARBOARD LOADING PORT
- 10 LIFT PLATFORM TO UPPER HATCH
- 11 BOARDING RAMP
- 12 STARBOARD CARGO HOLD
- 13 BATTERIES
- 14 STORAGE
- 15 LAUNDRY UNIT
- 16 ESCAPE PODS (5)
- 17 DRIVE SYSTEM MATRIX
- 18 STORAGE LOCKER
- 19 CREW'S QUARTERS
- 20 MEDICAL BUNK
- 21 FRESH WATER TANKS
- 22 WATER HEATER/PRESSURE SYSTEM
- 23 FOOD STORAGE
- 24 PORTSIDE CARGO HOLD
- 25 HYPERDRIVE MOTIVATOR
- 26 FUEL SLUG TANKS (4)
- 27 SECRET COMPARTMENTS (4)
- 28 HOLOGRAPHIC GAME BOARD
- 29 ENGINEERING STATION
- 30 GUNPORT TURRET ACCESS
- 31 ACCESS PLATES
- 32 POWER/CONTROL CONDUITS
- 33 FORWARD CARGO HOLD
- 34 HEAD/SHOWER
- 35 PORTSIDE LOADING PORT
- 36 GALLEY
- 37 CIRCUITRY BAY
- 38 RADAR/SENSOR SYSTEM



TURRET WINDOW

UPPER HATCH

REGISTRY MARKINGS

COCKPIT

ECM PACKAGE

DEFLECTOR SHIELD PROJECTORS

FORWARD MANDIBLES

FORWARD FLOODLIGHTS (RETRACTED)

EQUIPMENT ACCESS BAYS

RADAR DISH

QUADLASER TURRET

SOLAR SENSORS

DRIVE SYSTEM

STEERING FLAPS

COCKPIT

UPPER HATCH

LOADING PORT

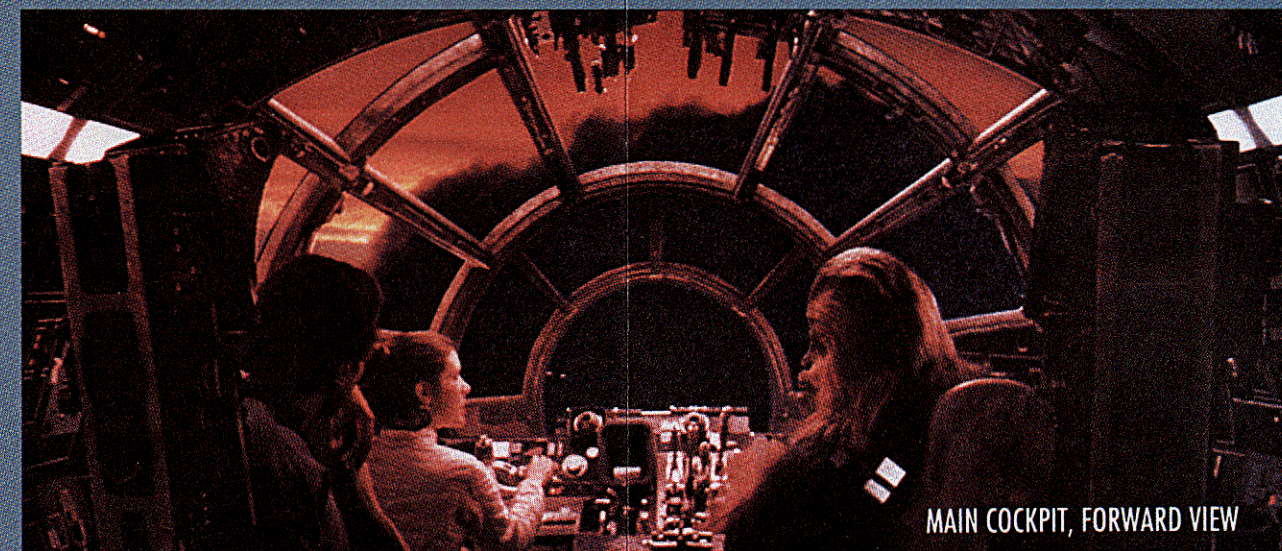
ARMOR PLATE

the crew's primary relaxation area. This hold features a small galley and food storage locker, along with the ship's head and shower facilities.

Mounted into the forward bulkhead of the starboard hold is a lift platform that provides ingress/egress for the ship's small, iris-sealed upper hatch. The starboard hold also accesses a storage room containing repair parts, dry consumables, and a small laundry unit.

In addition to the ship's holds, Solo has installed another freight-storage option. Removable panels in the corridor flooring conceal compartments that can be used for smuggling illegal materials; in fact, Solo, Chewbacca and the Kenobi/Skywalker party hid here upon their initial, involuntary landing in one of the *Death Star*'s hangar bays.

Crew's quarters are located in the aft portside section of the *Falcon*. One of the bunks here includes a mediscan unit, an addition Solo felt was a good idea given his and Chewbacca's line of work. While less capable than a full sickbay, the mediscan can diagnose and treat injuries ranging from blaster burns to deep flesh wounds.



MAIN COCKPIT, FORWARD VIEW

The ship normally carries five personal escape pods which are housed in an evacuation bay aft of the power core. These life capsules can be ejected from the vessel's underside via a manually-opened hull panel between the *Fal-*

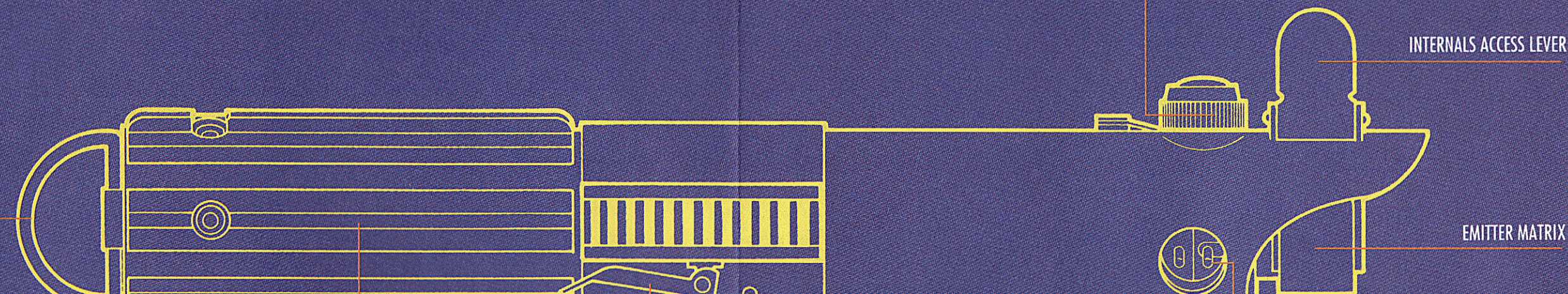
stead to put every available credit into his engine and shielding systems.

Chewbacca has been known to pass the long hours of space travel with a holographic game board that has been installed in the seating area of the forward hold. A champion of the game on his home planet of Kashyyyk, Chewbacca has repeatedly tried to teach Solo how to play and win, but his efforts have had little success. Solo is, however, a master at Sabacc, and has often gotten by (between smuggling runs) using his gambling prowess. In fact, the *Falcon* herself was won by Solo during a prolonged and heated Sabacc game with Lando Calrissian, who, once his money was gone, had nothing else left to wager.

The *Millennium Falcon*'s ownership history is largely unknown; the ship's identiplat was removed long ago as an asset to smuggling. Beyond Solo and Calrissian, all documentation has been lost, but persistent rumor claims that the vessel was both owned and used secretly by members of the Jedi before Emperor Palpatine took power. These assertions, while intriguing, are unproven.



BELT RING



LIGHTSABERS

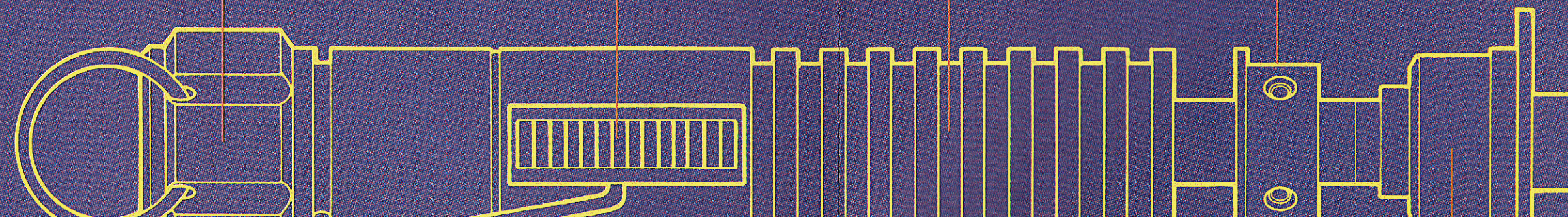


ACTIVATION PLATE

POWER CELL

HANDGRIP

LENS ASSEMBLY





JEDI LIGHTSABERS

For more than a thousand generations, during the reign of the Old Republic, a masterfully-trained and dedicated order known as the Jedi served as the guardians of peace and justice. Spread across a thousand worlds, they brought calm and confidence to the citizenry, who knew that few dared to cross the knights of that revered and ancient group. A prime reason for the intense respect the Jedi had earned was their masterful use of a weapon they themselves had created—the lightsaber.

The lightsaber is a product of an ancient, once-forgotten technology. It is an exquisite weapon, one that flows and moves as its master moves. The skillful wielding of its legendary blade was considered the true mark of a Jedi, right up until the reign of Emperor Palpatine and his Empire began—at which time, the Jedi were hunted down and eliminated.

While the order of the Jedi is all but extinct, a few of their elegant weapons remain. One lightsaber, constructed by Anakin Skywalker, belonged to the last of the Jedi, Luke Skywalker. Anakin Skywalker's saber was roughly 24–30 centimeters long and featured a handle body of polished durasteel. An inner

shell contained the incredible energies generated within, without transmitting their heat to the device's outer surfaces. (Luke Skywalker lost his father's lightsaber during combat on Bespin, at the expense of his right hand—lost to the blade of the Dark Lord of the Sith, Darth Vader.)

Using what he had learned from the detailed examination (and skilled use) of his father's saber, Luke Skywalker, like all Jedi before him, built his replacement lightsaber himself. This new, self-built unit shares those elements common to all sabers: It houses a power cell within its handgrip; crysallite lenses are faceted to perfection; a focusing core channels the intense energy of the cell into a coherent beam that bends circumferentially back upon itself to create a cutting “blade.”

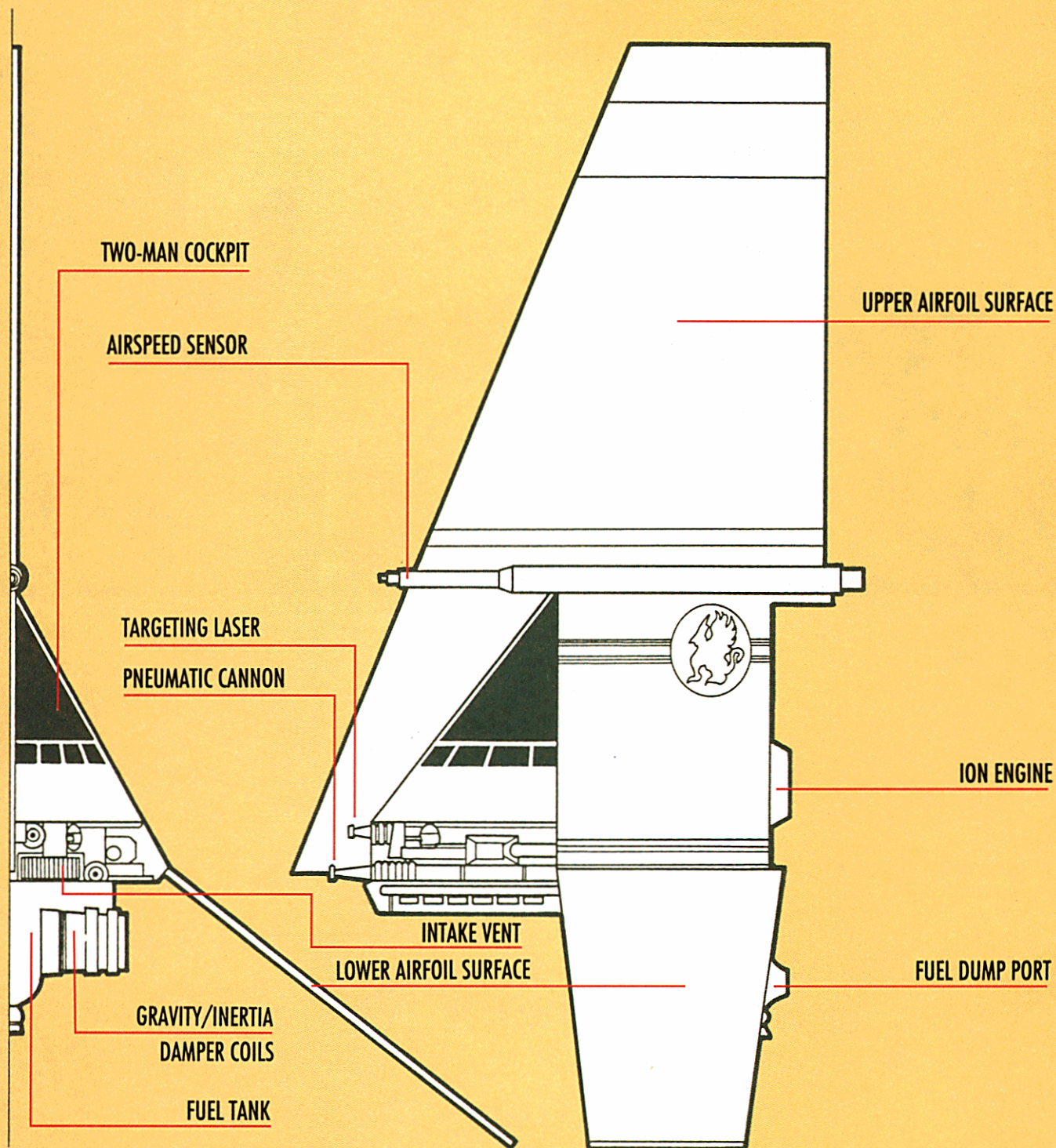
A lightsaber can be wielded properly only after years of extensive training and disciplined use. The Jedi, it is told, could deflect blaster bolts and particle beams by the skilled use of their blades. Often the mere sight of the intensely-luminous blade and the unique, indescribable hum of that same blade slicing the air served to scatter most opposition. ●

Above: Luke Skywalker tries out his father's lightsaber, which Ben Kenobi has been keeping for him.



STAR WARS

• TECHNICAL JOURNAL •



INCOM T-16 SKYHOPPER



The lower airfoil surface of a skyhopper is visible through the garage opening at right. The nose of the family landspeeder can be seen in the opening at left.

INCOM T-16 SKYHOPPER

For many wishing to learn to fly, airspeeders provide the perfect training ground. Most popular is Incom's T-16 skyhopper, a vehicle that's not only fast, but easy to handle. Skyhoppers are used primarily as sport vehicles on Tatooine, while other, larger airspeeders provide reliable family transportation. This two-man craft utilizes a standard DCJ-45 anti-grav generator for lift and a single ion engine for forward propulsion. The T-16 has a operational ceiling higher than most similar craft, for it can reach altitudes in excess of 275 kilometers without losing cabin pressure.

High speed is also a trademark of the skyhopper. Forward velocities of nearly 1200k.p.h. are standard for the model, making the T-16's tri-foil wing arrangement a must for ship stability. Steering the lightly-structured craft is accomplished through an advanced gyro system, since ailerons and rudders could not provide sufficient control. As a result, the craft can make incredibly sharp turns without decelerating and can climb vertically upon demand. T-16s have been used as T-65 X-wing trainers on occasion, as the craft's flight control arrangement and responsiveness are quite similar to that of the starfighter. Both craft are built by Incom.

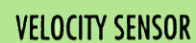
By fitting the T-16 with an optional pneumatic cannon package, the ship can serve as a weapons trainer. The pilot-in-training, using a stereoscopic laser sighting device, can bullseye



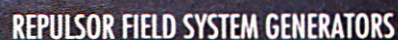
any desired target with his twin cannons and fire from a distance of up to three kilometers. Police forces on many worlds use an armored variation of the skyhopper for patrol and pursuit, for their extreme maneuverability makes escape difficult. The police variant generally carries twin lasers in place of the citizen-legal pneumatic cannons, making them lethal enforcers of Imperial law.

Standard fuel slugs provide power for the T-16. The craft's onboard control computer is compatible with most astromech droids, allowing easy maintenance and short down time. ●

One of Luke Skywalker's youthful hobbies was constructing model ships; here he plays with a model T-16.



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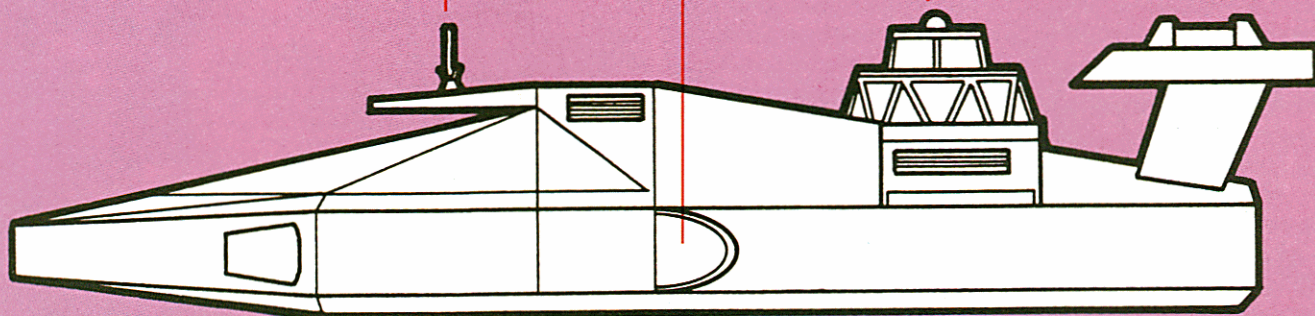
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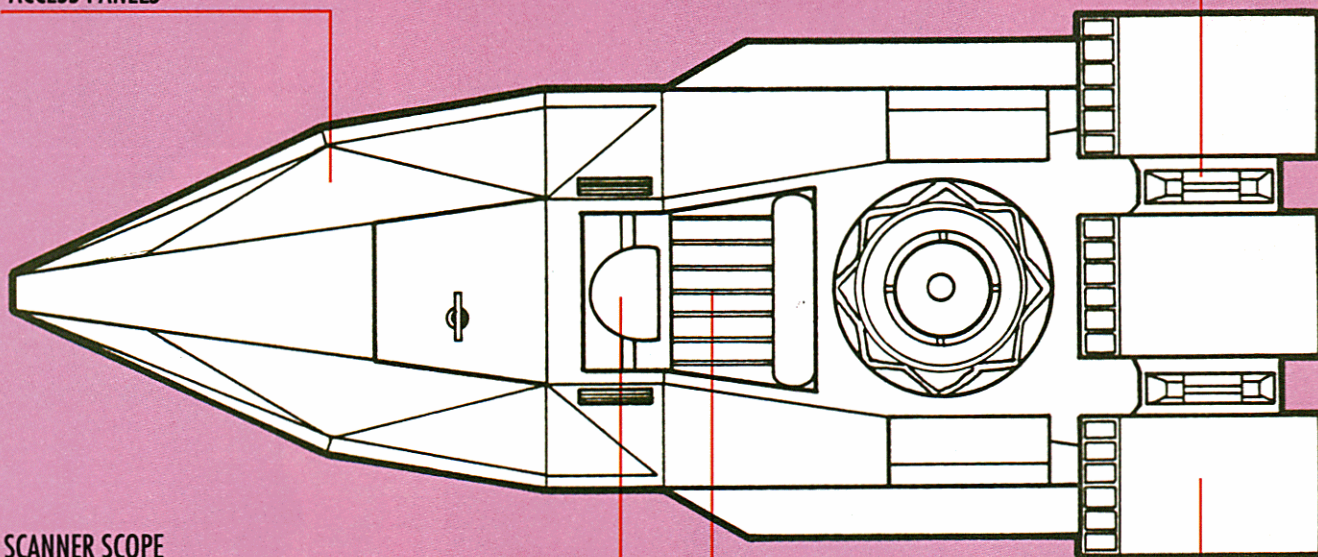
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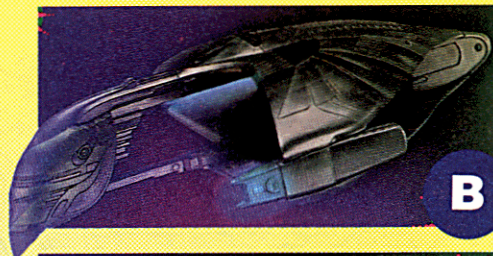
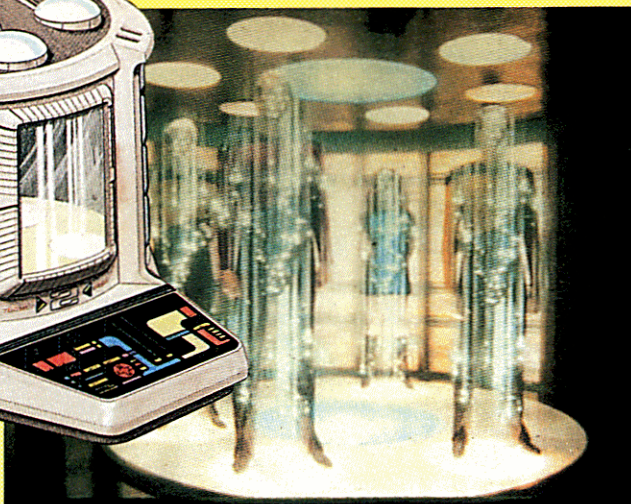
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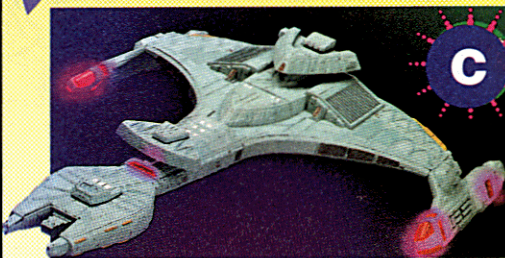
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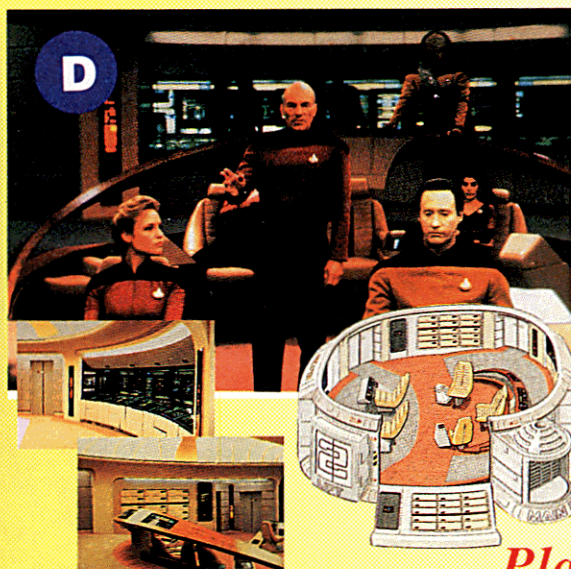
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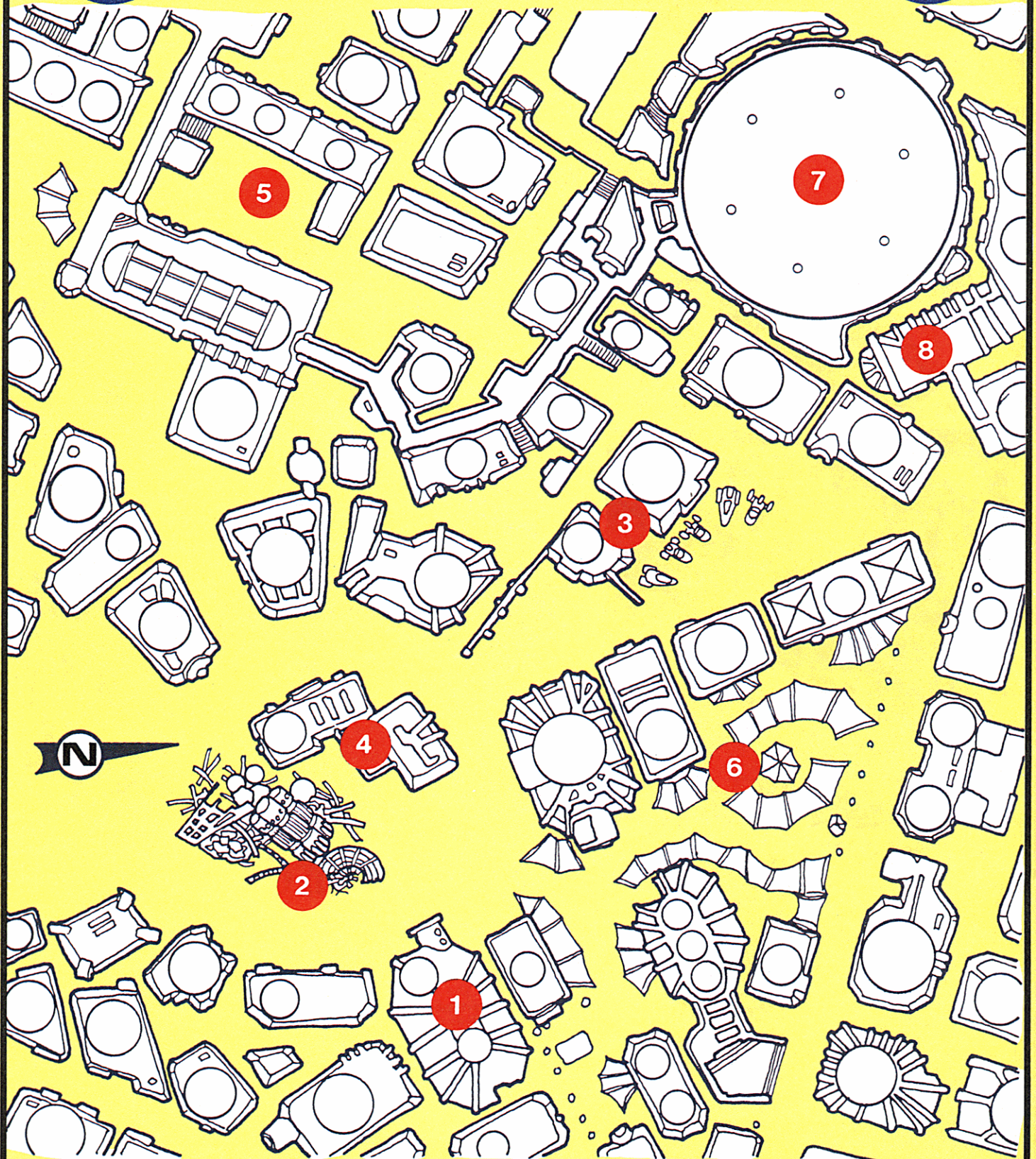
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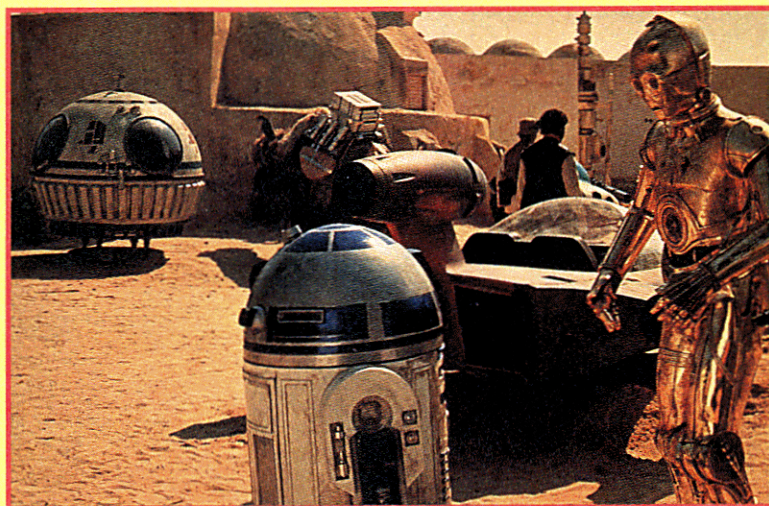
MOS EISLEY SPACEPORT

Tatooine's primary link to the universe is Mos Eisley, the planet's only spaceport. It is Tatooine's center as well, with an average population of 40 to 60 thousand persons, depending upon the time of year. As such facilities go, Mos Eisley ranks far below even standard spaceports on the Core Worlds, but it serves the limited needs of the planet well, and provides much of the sector's smuggler population with a convenient place to "lay low."

Located in the floor of an immense valley to the northeast of the Jundland Wastes, Mos Eisley is not a place to be visited lightly. It is a rough town, its criminal element largely unrestrained by the few police who patrol its streets and alleyways. Most farmers bring their harvests here only if the markets in Anchorhead or Bestine have become saturated, and then only reluctantly. Illegal arms and spice shipments come into Mos Eisley regularly, undaunted by a customs bureau that is seriously understaffed and generally prefers to look the other way.

Ninety-seven widely-distributed docking bays dot the spaceport, most being just large enough for Skyhoppers and other airspeeders. A few, such as Docking Bay 94, are much larger and suitable for freighter landings, though many of these are privately or corporately owned.

A popular place to "cool off," the Mos Eisley Cantina (1) is a small establishment in the town's central sector. Pilots and smugglers



from across the Empire find the Cantina an adequate place to relax and share a drink with their colleagues, but it is probable that only a bare minority of these meetings do not involve illegal doings.

In front of the Cantina is a community junkpile (2), a place where needed repair parts can sometimes be found at no cost. Most of the cluttered tangle of odds and ends is indeed useless junk, but on occasion someone will toss a component or sheet of armor plating into the pile that is just what someone else needs. Most of the smaller items on the heap were put there by the owners of Jawa Traders (4), a droid lot that specializes in the sale and repair of harvest and maintenance droids.

Landspeeders can be bought and sold at Spaceport Speeders (3), a used vehicle lot near the Cantina. Most of the speeders available here

Top: The community junkpile, an apparently aimless clutter of unwanted odds and ends, can be a source of needed parts. Above: The Jawas run a brisk business in used droids of all kinds.

(continued on page 41)

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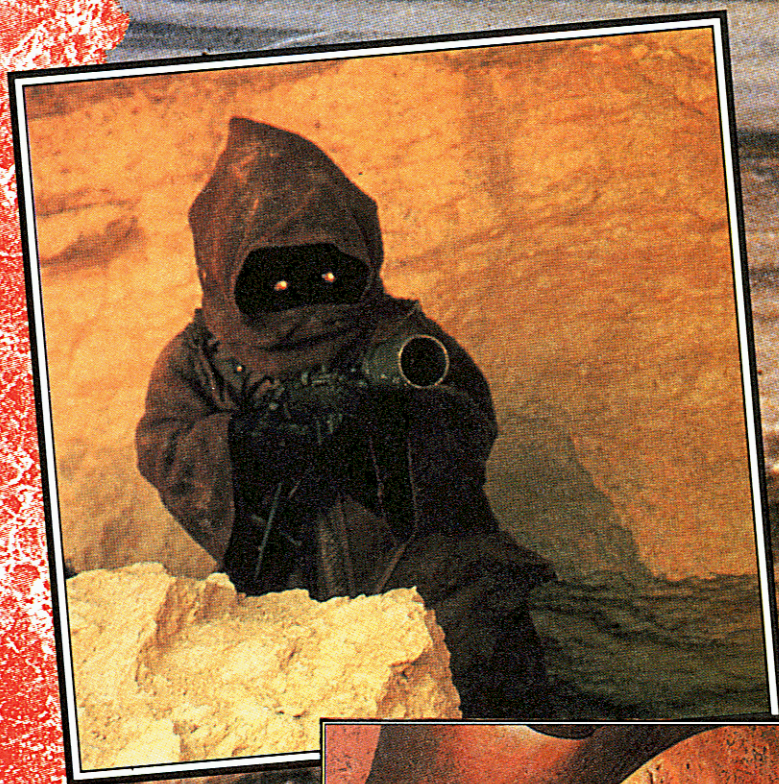
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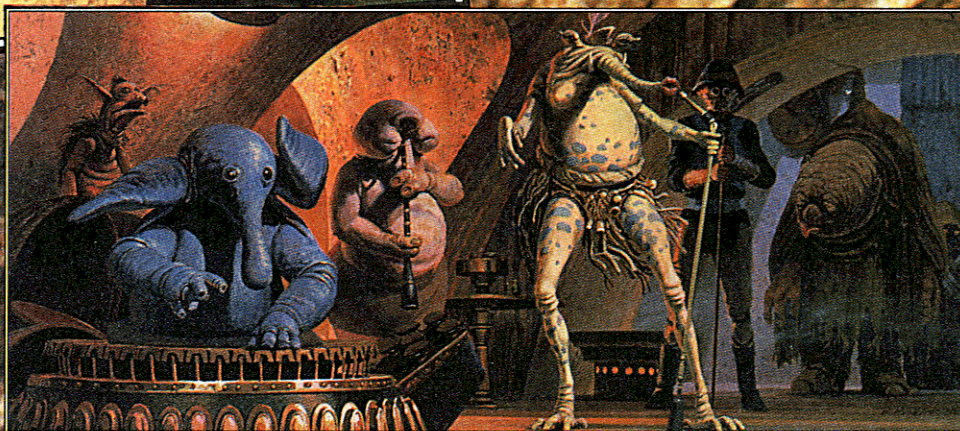
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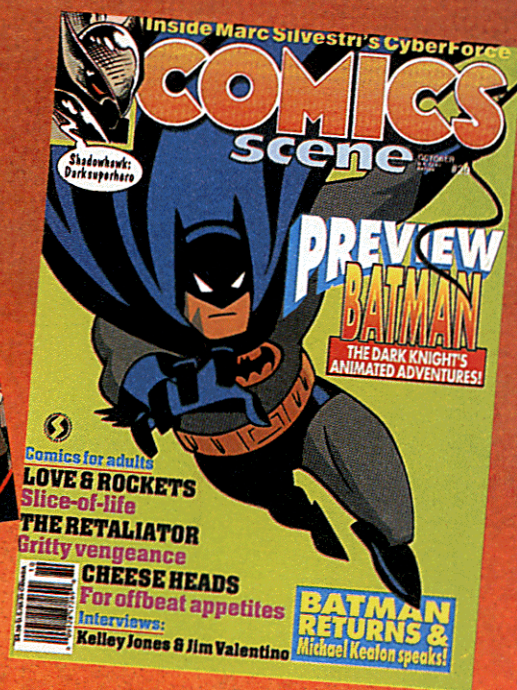
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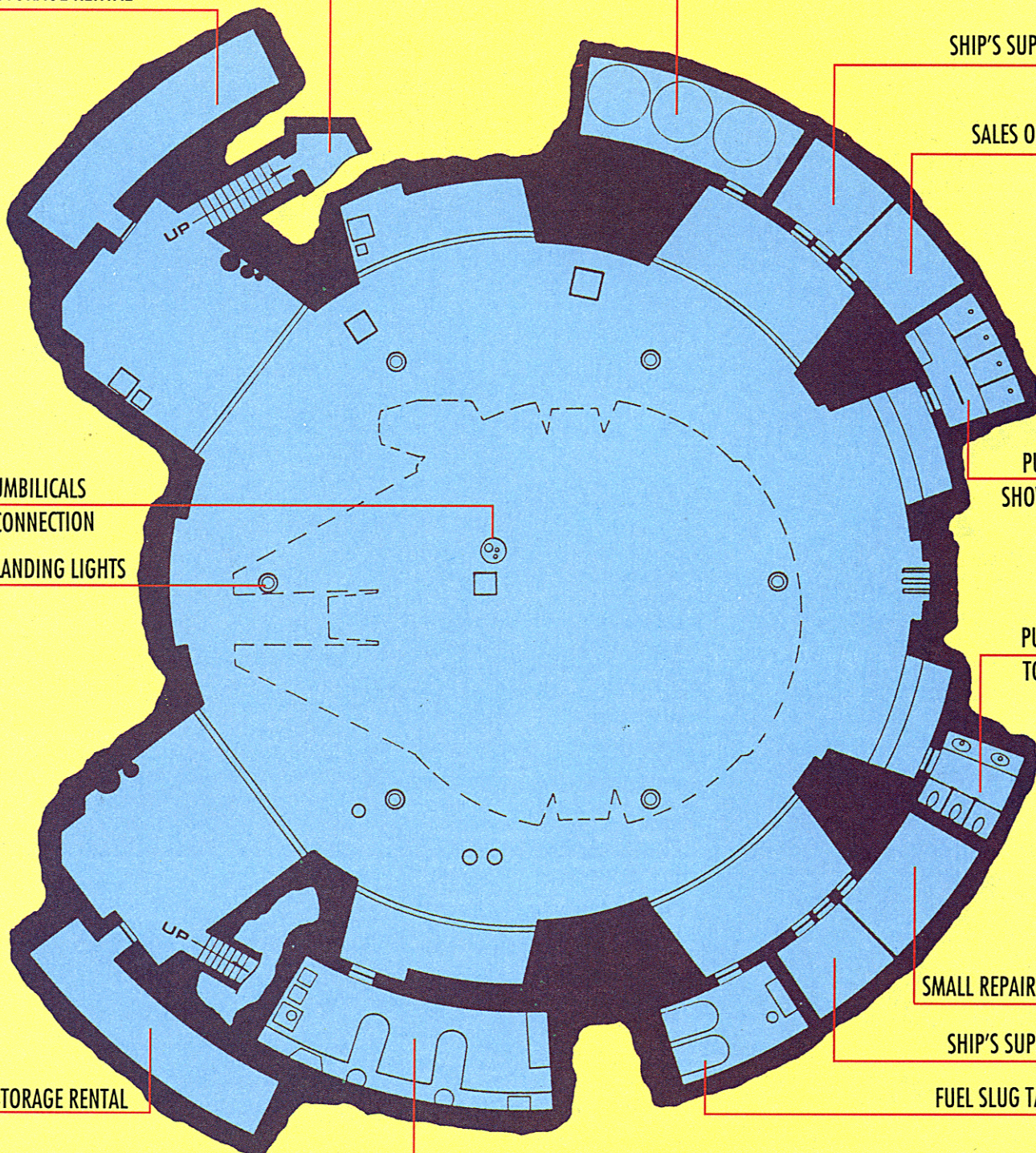
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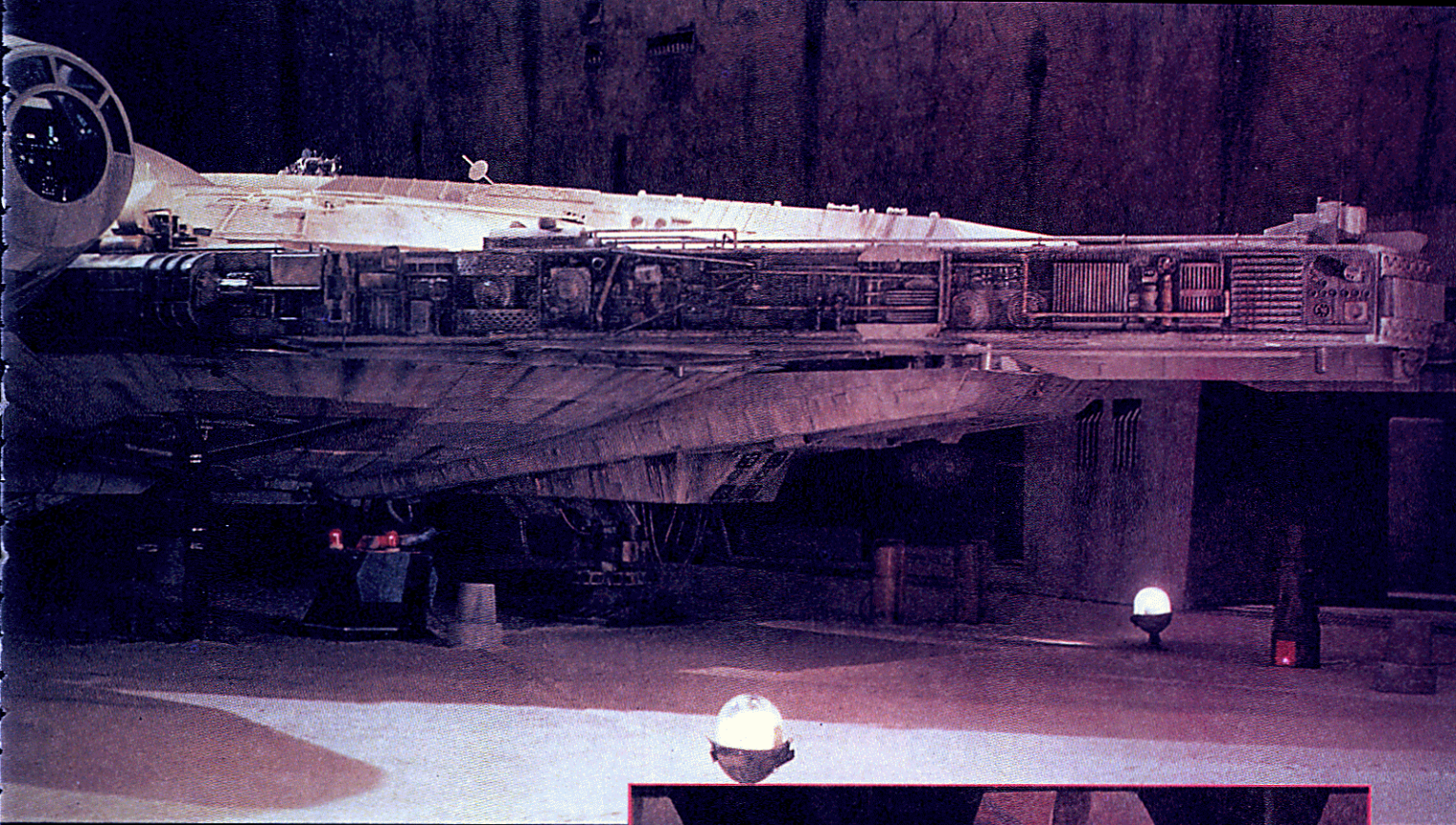
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DOCKING BAY 94-MOS EISLEY

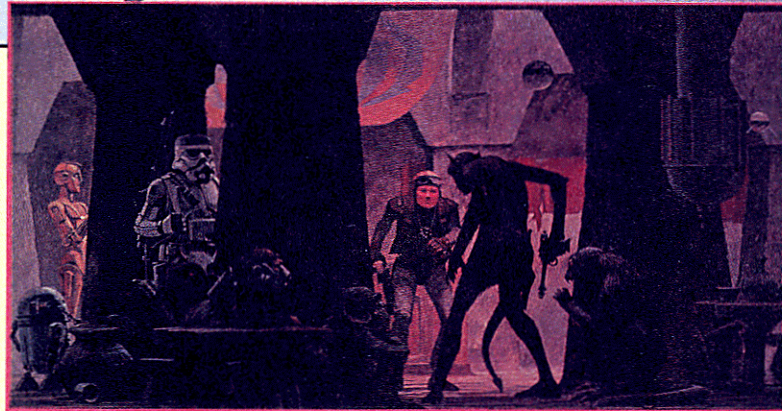


(continued from page 35)

are older and not well-maintained, and the owners of the business are known for buying their stock at a price far below the speeders' fair market value. For this reason, most of Tatooine's farmers buy and trade their used landspeeders in Anchorhead, where a higher trade-in value or sales price can be found.

The central sector's main retail area is Market Place (6), a "flea market" establishment where many different items can be found at a good price. Some of the tents and tables here offer cooling units and irrigation components, while a few even offer meats and vegetables that have been raised in underground farms or hunted in the areas of the Jundland Waste and the Dune Sea. Gep's Grill, a small structure on the market's western side, offers banthaburgers, dewback ribs and grilled womp rat for those with carnivorous appetites.

Docking Bay 94 (7) has become locally famous as the place from which Han Solo's freighter *Millennium Falcon* carried Luke Skywalker and Ben Kenobi into space, toward their fateful rendezvous with *Death Star I*. The bay is little more than a large circular pit dug into the sandy bedrock and reinforced with concrete, but a few of the necessities demanded by cargo pilots are built into the bay's side walls. Fuels of several kinds, available through umbilicals run underground, are stored in tanks that are kept surprisingly well stocked. Small repair parts and a do-it-yourself machine shop are available to those pilots who wish them, at a price. The facility's rear walls house public showers and toilets, but they are only marginally maintained and most visitors wisely



avoid using them. Temporary storage space can be rented.

Next to the bay, at ground level, is the main customs building (8). This facility is small and little used, due to the lack of serious customs enforcement on the planet. Most of the year, the building is simply locked and left empty.

Considered one of the brighter spots of Mos Eisley, the Spaceport Hotel (5) serves most of the pilots who fly into town. While it is barely average as hotels go, in Mos Eisley it stands out as a gem. Its 40 rooms are small but adequate, and the majority of them even have working air conditioning and sonic showers. At 15 credits a night, most occupants consider it a great place to stay. The hotel manager has learned not to ask too many questions, and, in return, his guests make few demands.

Jabba the Hutt had a townhouse in the central sector during his reign, but since his death, it has been bought out and converted into a small holomovie theater. While none of its features are first-run, most of them are less than five years old and are brought in from the Core Worlds on a monthly basis. ●

Top: Docking Bay 94 has become locally famous as the place from which Han Solo's famous freighter *Millennium Falcon* carried Luke Skywalker and Ben Kenobi into space toward their fateful rendezvous with *Death Star I*. **Above:** The colorful denizens of Mos Eisley have inspired many a visiting artist.



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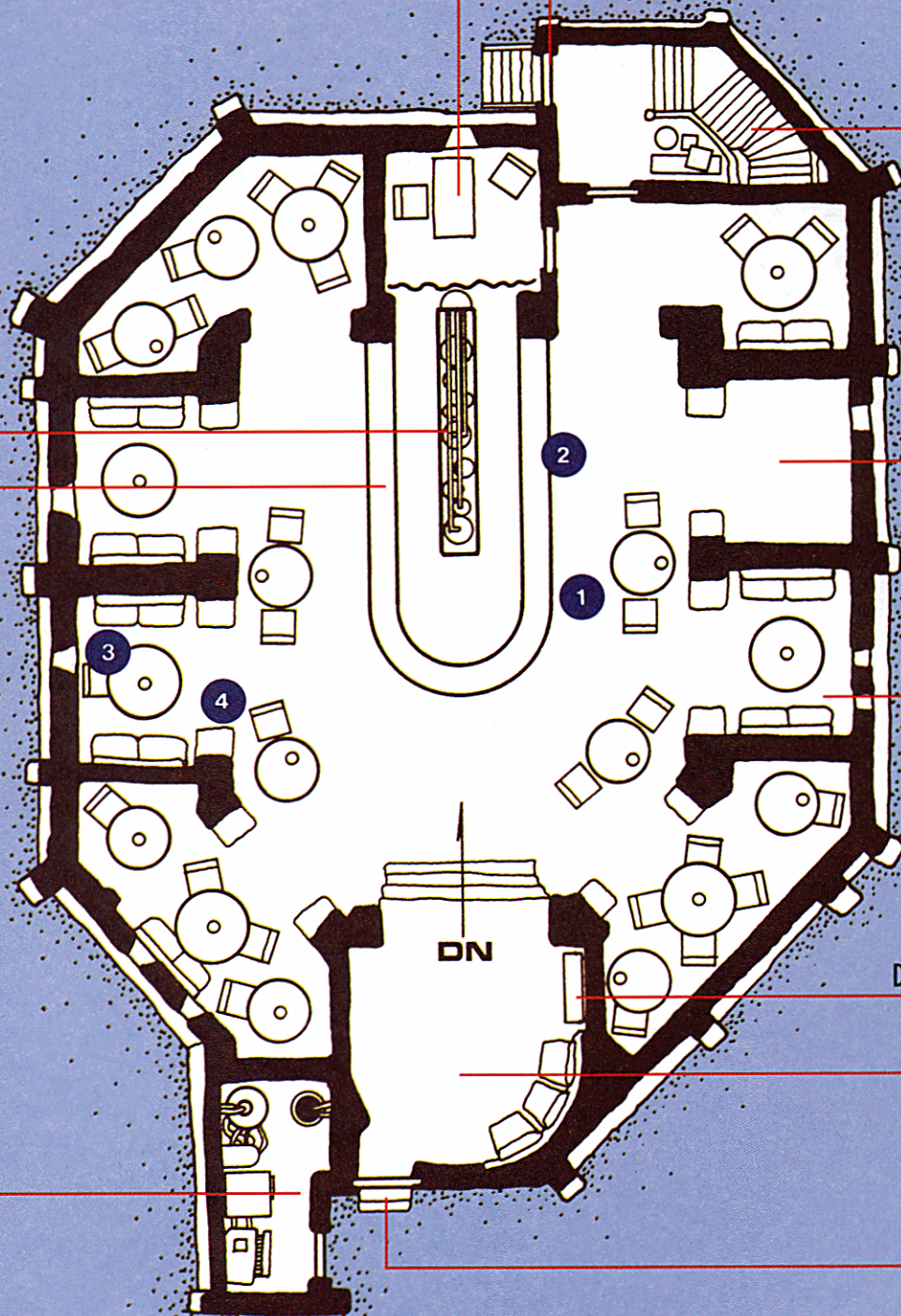
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MOS EISLEY CANTINA



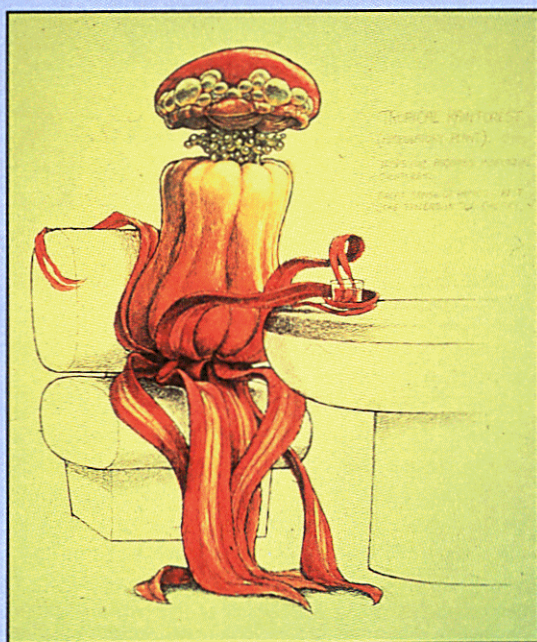
MOS EISLEY CANTINA

Now famous as the place where Obi-Wan Kenobi and Luke Skywalker hired the *Millennium Falcon* for transport to the planet Alderaan, the Cantina is the public center of Mos Eisley's business sector. Refreshments from all over the galaxy are available here, but the place offers few food items and even fewer conveniences. Much of the smuggling trade that Tatooine is known for has grown from meetings held here, as pilots from as far away as Mantooine have offered their "services" to those who can pay for them.

The Cantina is owned by Chalmun, a Wookiee, and he has found that "not seeing" the deals going down in his establishment makes his life much easier. It is commonly known that Chalmun paid protection money to Jabba the Hutt during his reign as crime lord, but no other underground "boss" has yet dared to step up and claim Jabba's "fee" for himself.

Trying to bring in more of the planet's locals, Chalmun has begun hiring musical bands from the near systems in order to provide live entertainment. A bandstand was created by pulling out one of the booths along the Cantina's southern wall.

Kenobi's and Skywalker's meeting with Solo and Chewbacca did not take place without incident. As Kenobi approached the Wookiee co-pilot of the *Millennium Falcon* (1) in search of transportation, Skywalker ordered water at the bar. No sooner had he begun to drink than a drunken pirate and his partner tried to pick a fight with the future hero (2).



Top: The main bar at the Mos Eisley Cantina serves refreshments from many different parts of the galaxy. **Above:** Eventually, everybody comes to the Cantina to see and be seen, make deals and sell goods. **Left:** Visiting artists have enjoyed sketching some of the Cantina's more exotic visitors.

Right: The innocent-looking Cantina doorway contains a special droid-detecting gateway to enforce the "No Droids Allowed" house policy. Below: Various niches surrounding the main bar allow small groups to carry on business with some degree of privacy.



The owner of the Cantina has found that "not seeing" the deals going down in his establishment is good for business.

Kenobi, overhearing the confrontation, intervened and offered to buy the two ruffians a drink. But when the aggressors pulled their blasters, a defensive lightsaber flared to life for the first time in decades. One of the attackers lost an arm to the searing blade, while the other pilot ran away. The patrons of the cantina, having turned at the sound of the lightsaber's intense hum, went back to their conversations when the fight ended and Kenobi led Skywalker over to Solo's and Chewbacca's booth.

Solo and Kenobi worked out a payment arrangement for the trip to Alderaan (3), but the meeting was cut short when Solo noticed that Imperial stormtroopers had entered the room. Kenobi and Skywalker fled, followed shortly thereafter by the Wookiee. Solo was stopped by a bounty hunter, Greedo, in the employ of Jabba the Hutt (4) and the confrontation ended when Solo killed the hunter in self-defense. He then headed toward Docking Bay 94, where the *Millennium Falcon* waited. ●

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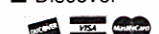
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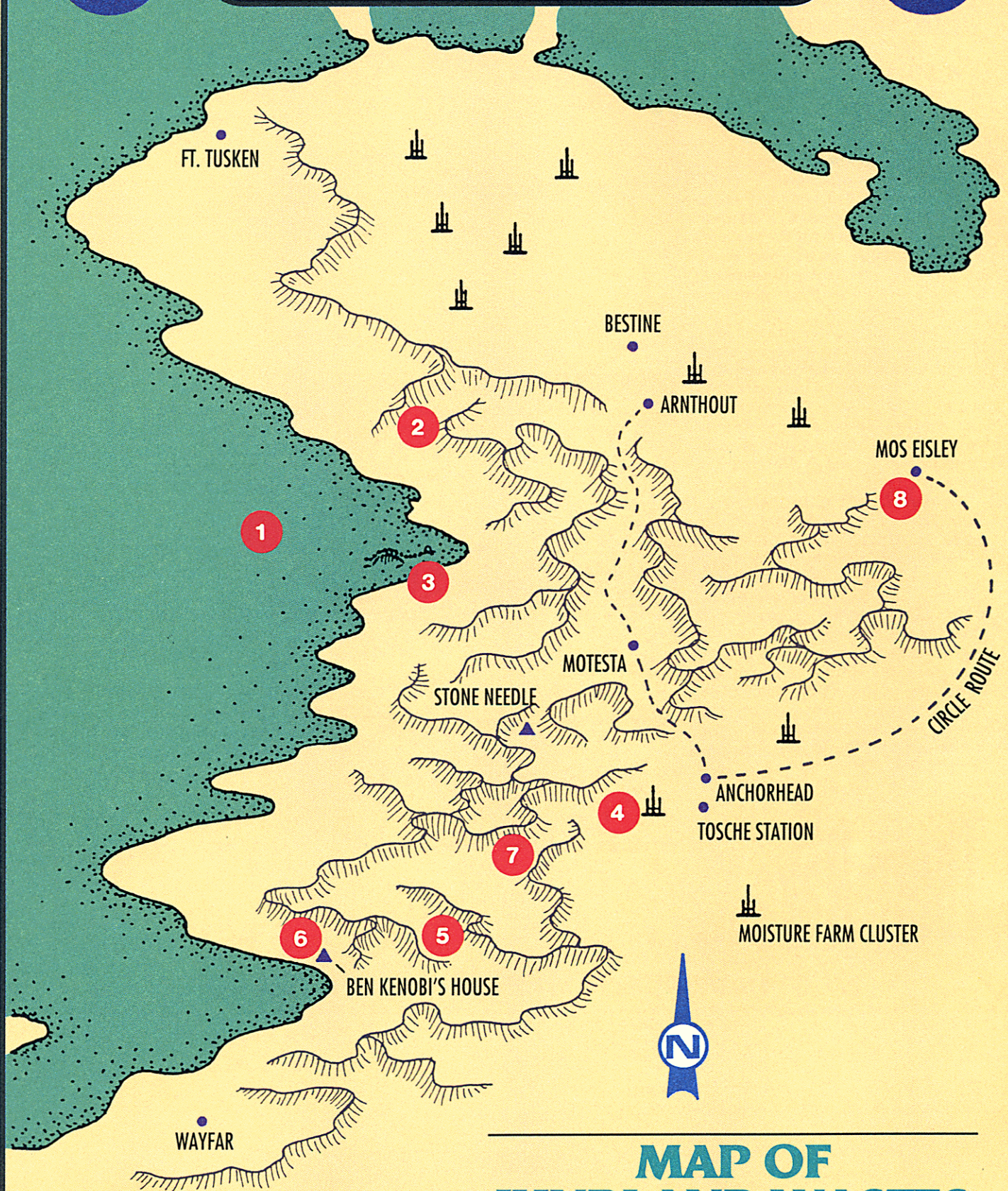
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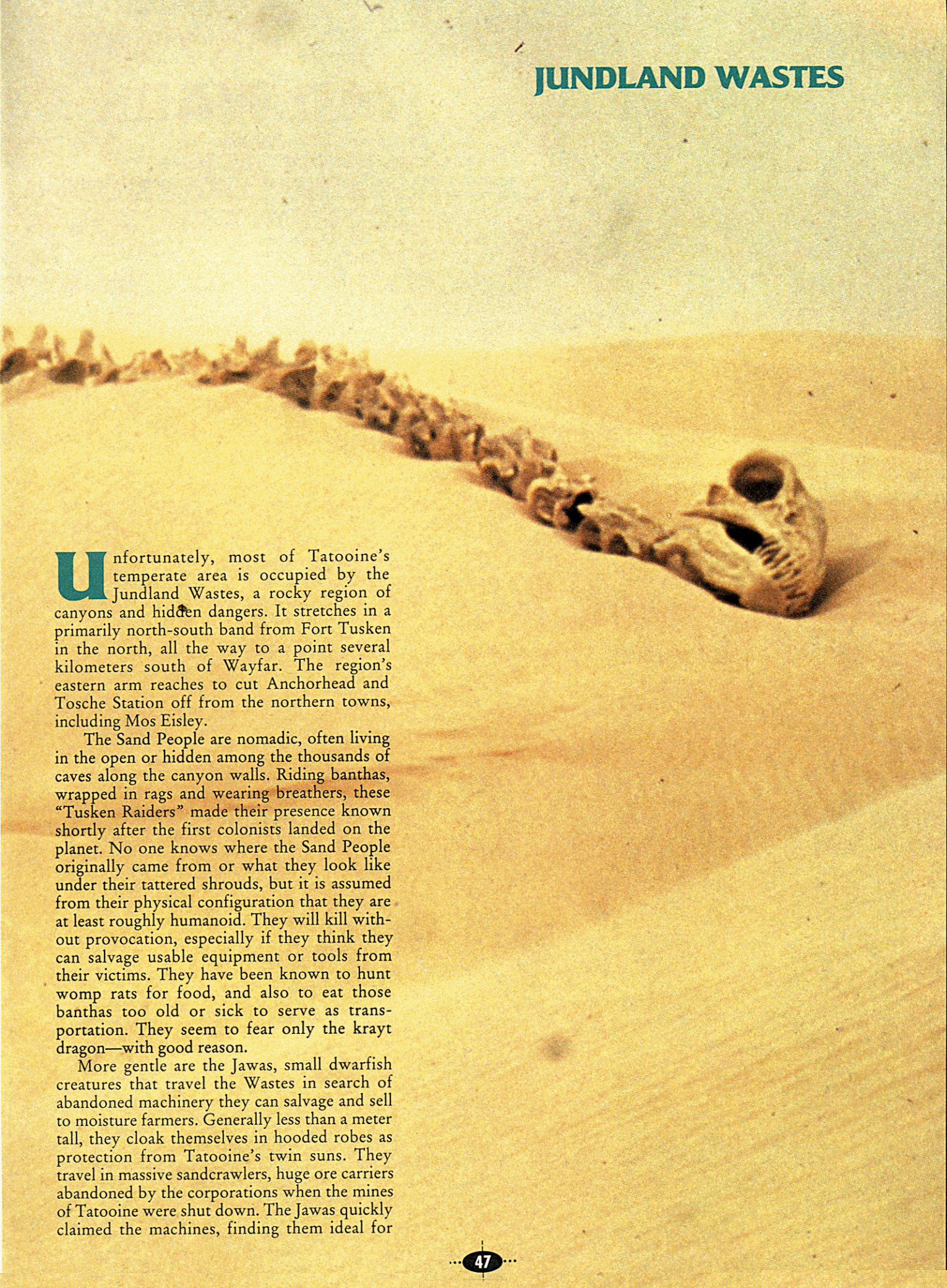
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MAP OF JUNDLAND WASTES

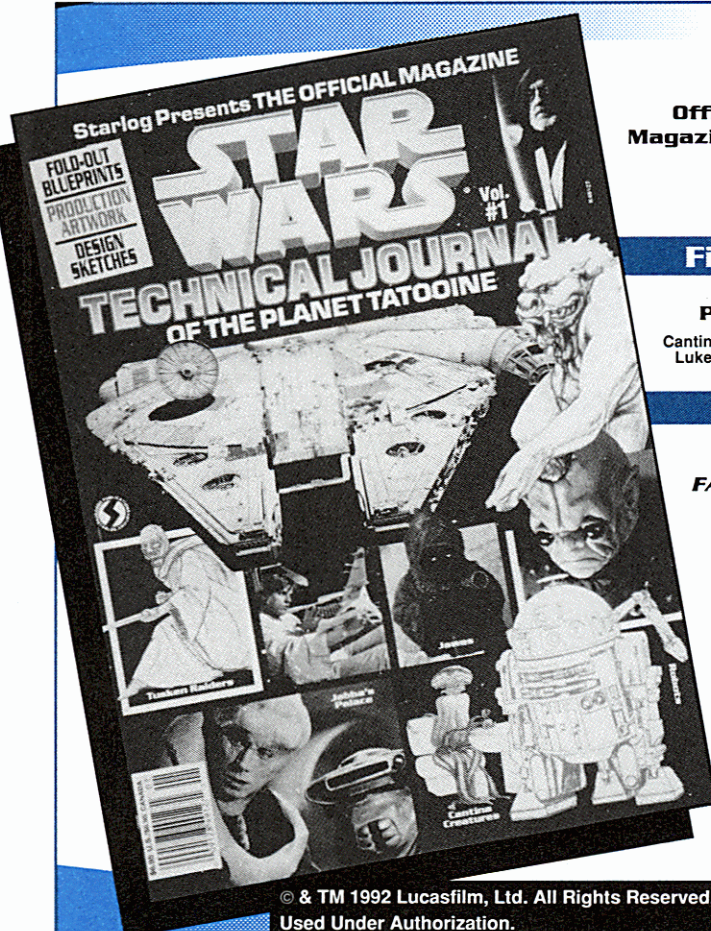
JUNDLAND WASTES

A photograph of a desert landscape, likely Tatooine. In the foreground, a line of skeletal remains, possibly a bantha, stretches across the sand. The background shows a vast, flat desert under a hazy sky.

Unfortunately, most of Tatooine's temperate area is occupied by the Jundland Wastes, a rocky region of canyons and hidden dangers. It stretches in a primarily north-south band from Fort Tusken in the north, all the way to a point several kilometers south of Wayfar. The region's eastern arm reaches to cut Anchorhead and Tosche Station off from the northern towns, including Mos Eisley.

The Sand People are nomadic, often living in the open or hidden among the thousands of caves along the canyon walls. Riding banthas, wrapped in rags and wearing breathers, these "Tusken Raiders" made their presence known shortly after the first colonists landed on the planet. No one knows where the Sand People originally came from or what they look like under their tattered shrouds, but it is assumed from their physical configuration that they are at least roughly humanoid. They will kill without provocation, especially if they think they can salvage usable equipment or tools from their victims. They have been known to hunt womp rats for food, and also to eat those banthas too old or sick to serve as transportation. They seem to fear only the krayt dragon—with good reason.

More gentle are the Jawas, small dwarfish creatures that travel the Wastes in search of abandoned machinery they can salvage and sell to moisture farmers. Generally less than a meter tall, they cloak themselves in hooded robes as protection from Tatooine's twin suns. They travel in massive sandcrawlers, huge ore carriers abandoned by the corporations when the mines of Tatooine were shut down. The Jawas quickly claimed the machines, finding them ideal for



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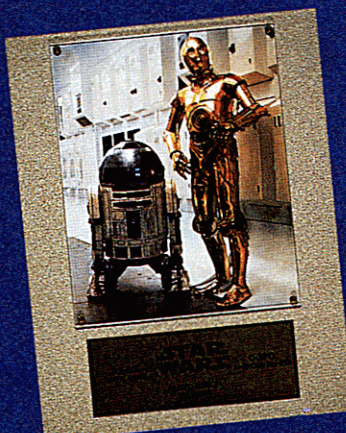
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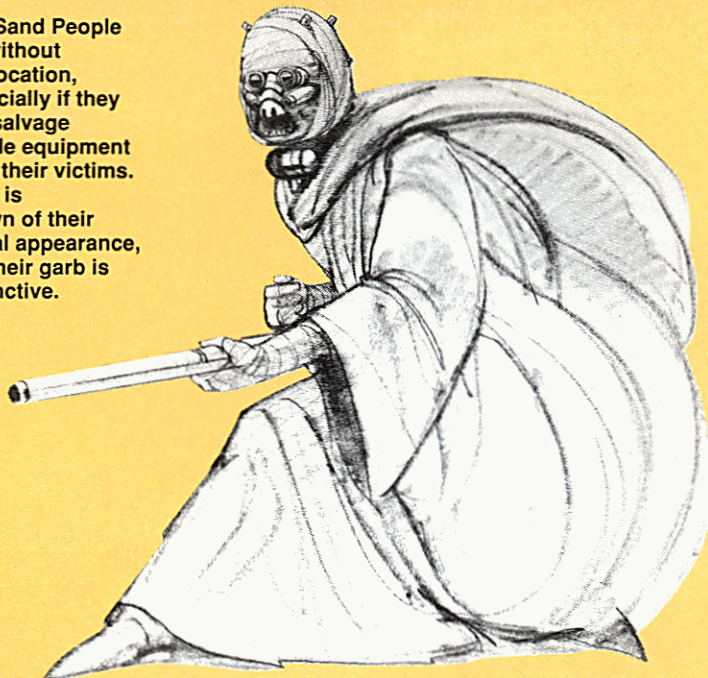
transporting their wares across the hot desert. The Jawas specialize in the repair and resale of droids, sometimes picking up still-active ones that have wandered away from the farms. These resourceful little creatures even run a small used droid lot at Mos Eisley.

The majority of what indigenous animal life Tatooine can claim dwells among the Wastes. The most fearsome of these is the krayt dragon, a huge reptilian beast larger than the bantha. Live specimens are seldom seen, but most of Tatooine's citizens are familiar with the scavenged and largely-buried krayt dragon skeleton that lies at the edge of the Dune Sea. Carnivorous and ravenous, krayt dragons dine upon womp rats, banthas and slow-running Sand People.

One of Tatooine's more interesting natural rock formations is found within the Wastes, in a place known as Beggar's Canyon. The Stone Needle, as it is called, towers nearly 60 meters above the canyon floor and was shaped by strange, erosive forces that have baffled the scientific minds of Tatooine. Early explorers speculated that the rock formation had been carved by extinct, native beings, but no real evidence exists to substantiate this theory.

Near the southwestern edge of the Jundland Wastes, at coordinates A1733-N9033, 1st Quadrant, stands a small, concrete dwelling that is unremarkable in its simplicity. This structure was for decades the home of Obi-Wan "Ben"

The Sand People kill without provocation, especially if they can salvage usable equipment from their victims. Little is known of their actual appearance, but their garb is distinctive.



Kenobi, the now-revered Jedi, who played such a crucial part in the downfall of the Empire. Like most such houses, it consists of a single main room that is split into sleeping, living and kitchen areas. A large cellar, accessible via a trapdoor, contains power generation and water storage/pressure systems. Behind the house, at a distance of several meters, stands a moisture va-



Banthas are both beasts of burden and basic transportation for the Sand People, also known as "Tusken Raiders"; an all-purpose beast, the bantha can also be food.

porator unit, which supplies the house's water needs. A space heater near the kitchen provides relief from the freezing desert nights. The house, following Kenobi's death aboard *Death Star I*, was adopted by Luke Skywalker as his home while on Tatooine.

Many of the events which drew Skywalker into the midst of the Rebellion took place within the Jundland Wastes region. After an escape pod containing the droids C-3PO and R2-D2 landed in the Dune Sea (1), the two separated and began walking. R2-D2 was quickly captured by the Jawas (2). Later, C-3PO, not knowing any better, stood near the Krayt Dragon skeleton that marks the edge of the Dune Sea (3) and flagged down the same sandcrawler that had taken R2-D2. Inside the vehicle, the two were reunited.

The next day, the Jawas pulled up to Owen Lars' moisture farm, the home of Luke Skywalker (4). By sheer chance, Lars bought the two droids with the intent of putting them to work, but Artoo had other ideas and headed out on his own in search of Kenobi. Using his landspeeder, Skywalker managed to find the droid the next morning, but was attacked by Sand People (5) in the process. Kenobi, rescuing Luke and the droids by imitating the roar of a Krayt Dragon in order to drive the attackers away, took the group to his home (6). Artoo's pre-recorded holographic plea for help convinced Kenobi to head for the planet Alderaan via Mos Eisley, but Luke, fearing punishment from his uncle, refused to join in the mission.

The krayt dragon,
larger than a full
grown bantha, is a
fearsome beast, but
rarely seen.

While giving Kenobi a ride to the spaceport, Luke and the others came upon a devastated Jawa sandcrawler (7), the same one from which Lars had bought the droids. Kenobi's realization that Imperial stormtroopers had attacked the massive vehicle, prompted Luke to hurry home in order to check on the safety of his aunt and uncle. Finding them dead and the farm destroyed, Luke decided to follow Kenobi to the stars. At Mos Eisley (8), they met Han Solo and Chewbacca, and time began to run out for the Empire.

An enterprising, catlike fellow out of Mos Eisley named Myhr has begun a daily sand barge tour of the above sites, calling it the "Skywalker Tour," adding Jabba the Hutt's former palace and the Sarlacc pit to his route. At last report, business was booming. ●

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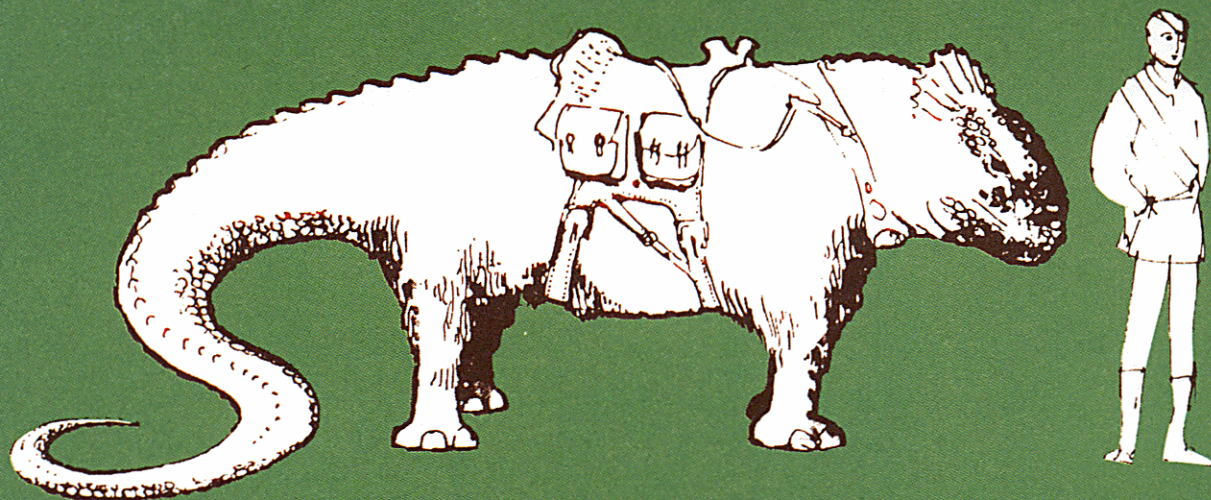


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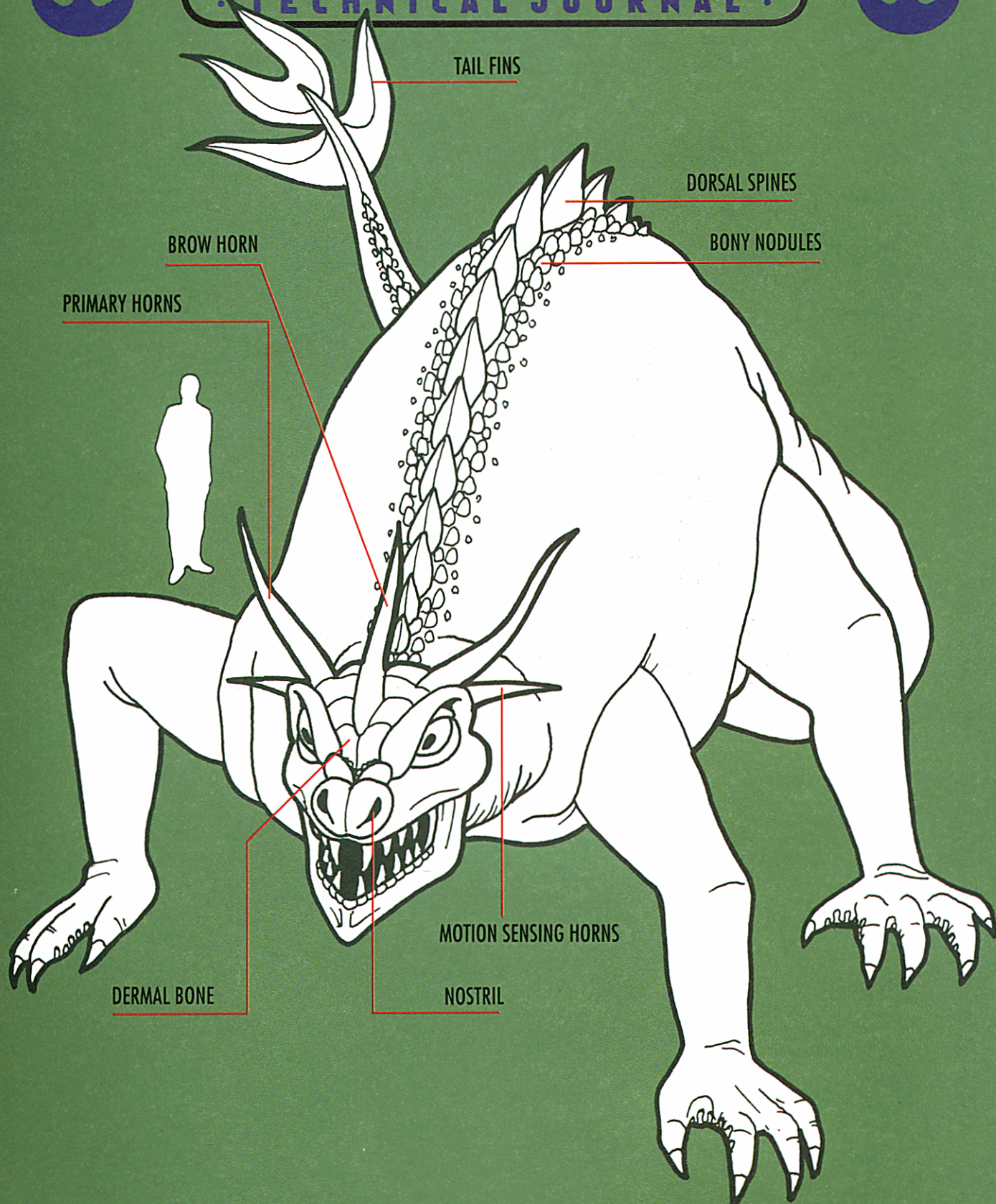


Above: Sketch, John Barry



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KRAYT DRAGON



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SONIC DISHWASHER

PANTRY

SPACE HEATER

STOVE

BED

TABLE

DISPLAY TABLE

BATHROOM

KITCHEN

UP

LIVING AREA

SIDE DOOR

TRAPDOOR TO CELLAR

VENTILATION UNIT

WINDOWS

DINING TABLE

HUMIDIFIER UNIT

STORAGE CHEST

CONCRETE WALL

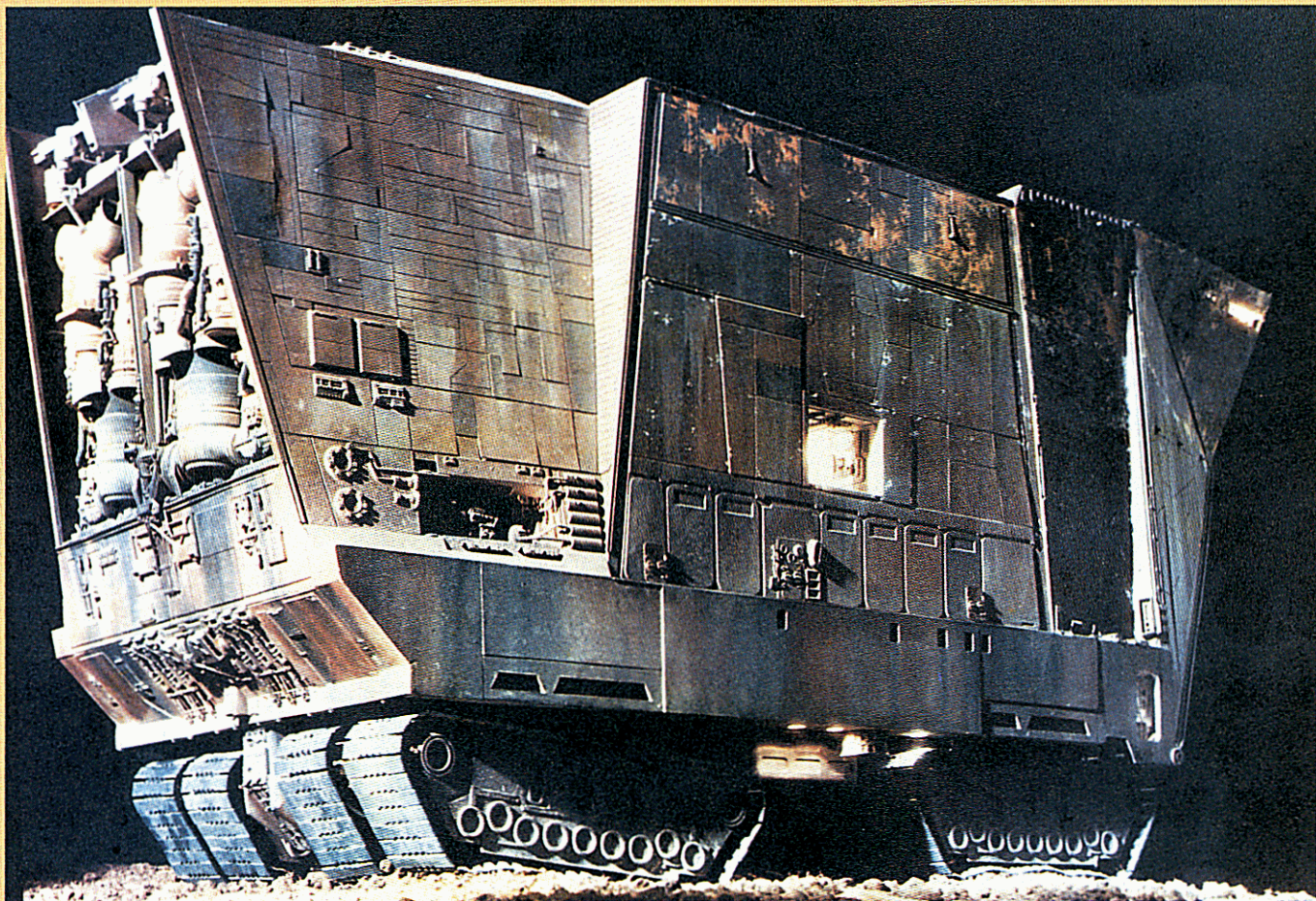
FRONT DOOR

BEN KENOBI'S HOUSE

Ben Kenobi's desert home has been preserved and is now part of the "Skywalker Tour."



Below: The sandcrawler is a typical Jawa vehicle used for transporting droids and other machinery to distant farms (see diagram on following page).





LOADING DOCK HATCH

POWER CONVERTORS

ARMOR PLATE

CONTROL CABIN WINDOWS

POWER PLANT

FUEL LOADING DOOR

TURBINE EXHAUST VENTS

ORE LOADING RAMP (RETRACTED)

MAIN ACCESS HATCH

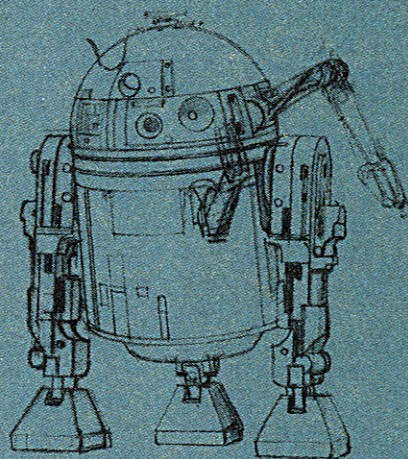
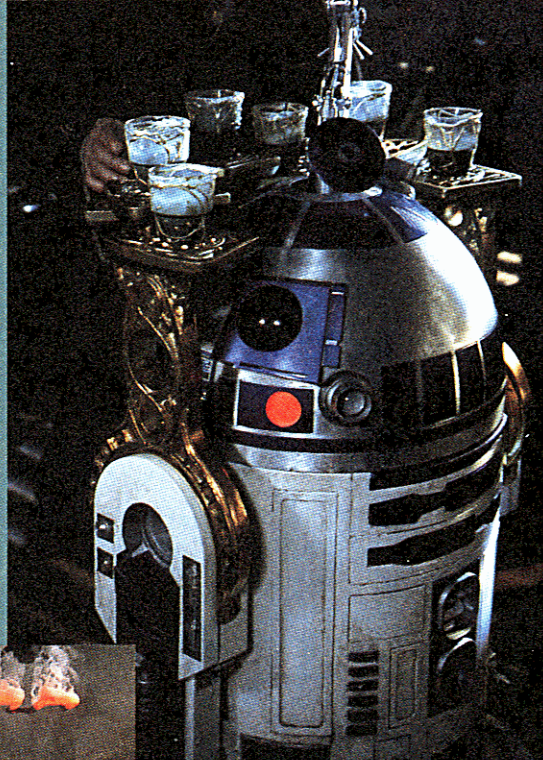
INSPECTION PANELS

LOWER INSPECTION HATCH (STAIRWAY RETRACTED)

MAGNETIC SUCTION TUBE

HEAVY-DUTY TREAD ASSEMBLY (8)

Right: Astromech droids have a variety of tools and fittings that can be adapted to even the most domestic of tasks. Below: The droid torture chamber in the dungeon of Jabba's Palace had the means of extracting information from even the most recalcitrant of droids.



DROIDS

The complex technological base of the galaxy demands maintenance and a precise computer interface generally beyond the time and/or knowledge of most citizens. For this reason, the industry of droid production came into being.

Droids are produced on a variety of worlds, and as a result they take many different forms. Many approximate the general physical appearance of their designers, assuming body forms that range from humanoid to insectoid to seemingly chaotic masses of arms and claws. All droids contain rechargeable power cells.

Body form also follows function, since many jobs require highly specialized droids. Astromech droids are generally cylindrical in shape and about a meter tall, with tripodal motor treads and rotating sensor "heads." These robots specialize in starcraft maintenance and are capable of linking directly with nearly

any ship-based or ground-based computer system. Some starfighters even carry astromech droids into flight as integral parts of the ship's navigation and damage control systems. For this reason, astromechs are designed to function in zero-atmosphere as well as within a pressurized environment.

For maximum efficiency while "talking" with computer systems, all astromechs and most other droids communicate in a machine language that consists of whistles, buzzes and squeals. The language is unintelligible to humans, creating the need for interpreter droids that provide direct human-droid interface. These interpreters, officially designated protocol droids, usually contain programming for more than six million different languages within their logic units and can translate any known language, whether organically or mechanically produced. Their vocal output is produced through built-in vocabulators, capable of a wide range of voices and dialects.

To facilitate interaction with humans, protocol droids are given "personalities" so that they might co-exist more easily with those beings they serve. Like other types of droids, some have been known to learn, and develop instincts such as self-preservation and sacrifice.

Protocol droids also help provide smooth relations between races. Programmed with all of the cultural and linguistic data on those divergent worlds that must regularly interact with each other, the droids allow parties of both races to properly express themselves and understand others without causing unwanted intercultural stresses.

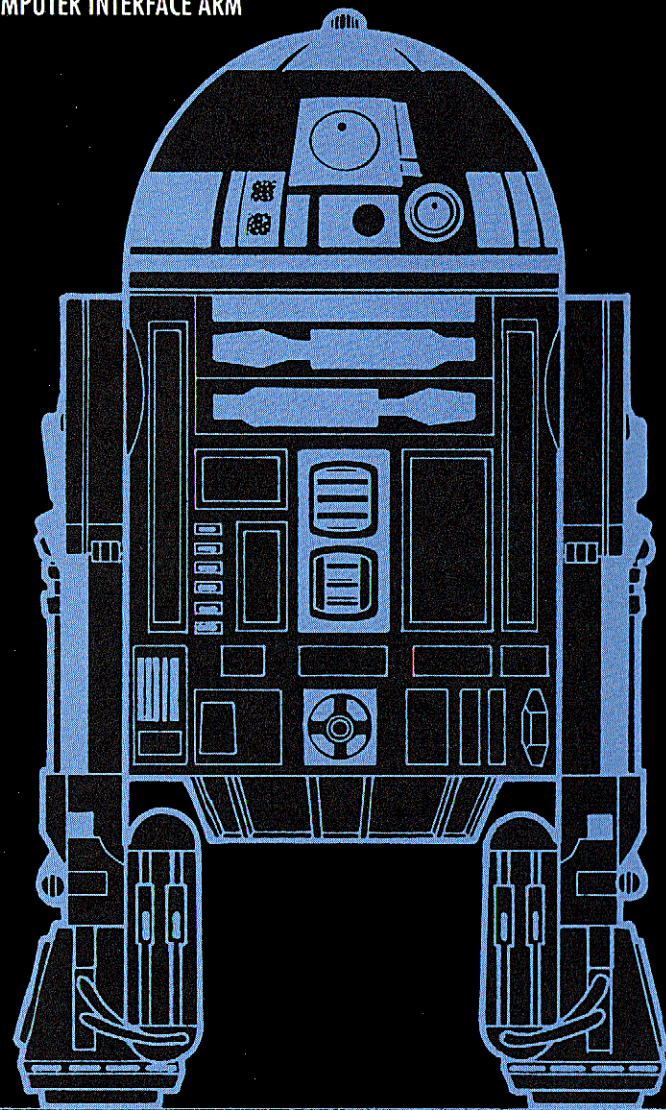
Droids serve thousands of functions across the galaxy, as everything from tutors to space-flight traffic controllers. Medical droids, such as the MD-1 through 5 series, perform critical lifesaving duties at hospitals and aboard medical frigates. The simple, multi-armed Treadwell series does menial repairs on all kinds of machinery. The Demolitionmech is basically a heavily-armored Treadwell model capable of planting explosives, used almost exclusively in mining. Agromechs work closely with farming equipment and food production machinery. The EG-6 Power Droid is a walking fusion generator that provides operating power for remote equipment on farms and at spaceports. Perimeter droids operate as automated sentries, guarding the borders of prison and industrial complexes.

Other droids perform less benevolent functions. The Empire has perfected a series of probe droids, used as remote bounty hunters. These machines are armed and will open fire with little provocation. Assassin droids, as their name suggests, relentlessly hunt and kill individuals who are considered a threat to Imperial security. Once programmed for a specific person, these merciless killers will not stop until either their prey or they themselves are destroyed.



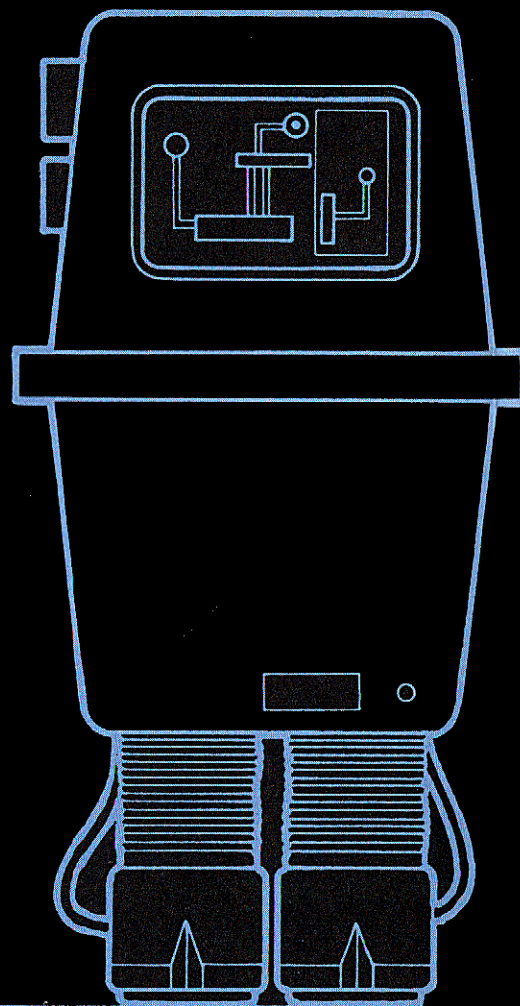
DROID SIZE COMPARISON

MODEL: R2-D2
MANUFACTURER: INDUSTRIAL AUTOMATON
DESIGNATION: R2 ASTROMECH DROID
FEATURES:
• VISUAL SENSOR
• AUDITORY SENSOR
• PERISCOPING VISUAL SCANNER
• RADAR EYE
• TRIPODAL WHEELED LEGS (ONE RETRACTABLE)
• HOLOGRAPHIC RECORDER/PROJECTOR SYSTEM
• COMPUTER INTERFACE ARM



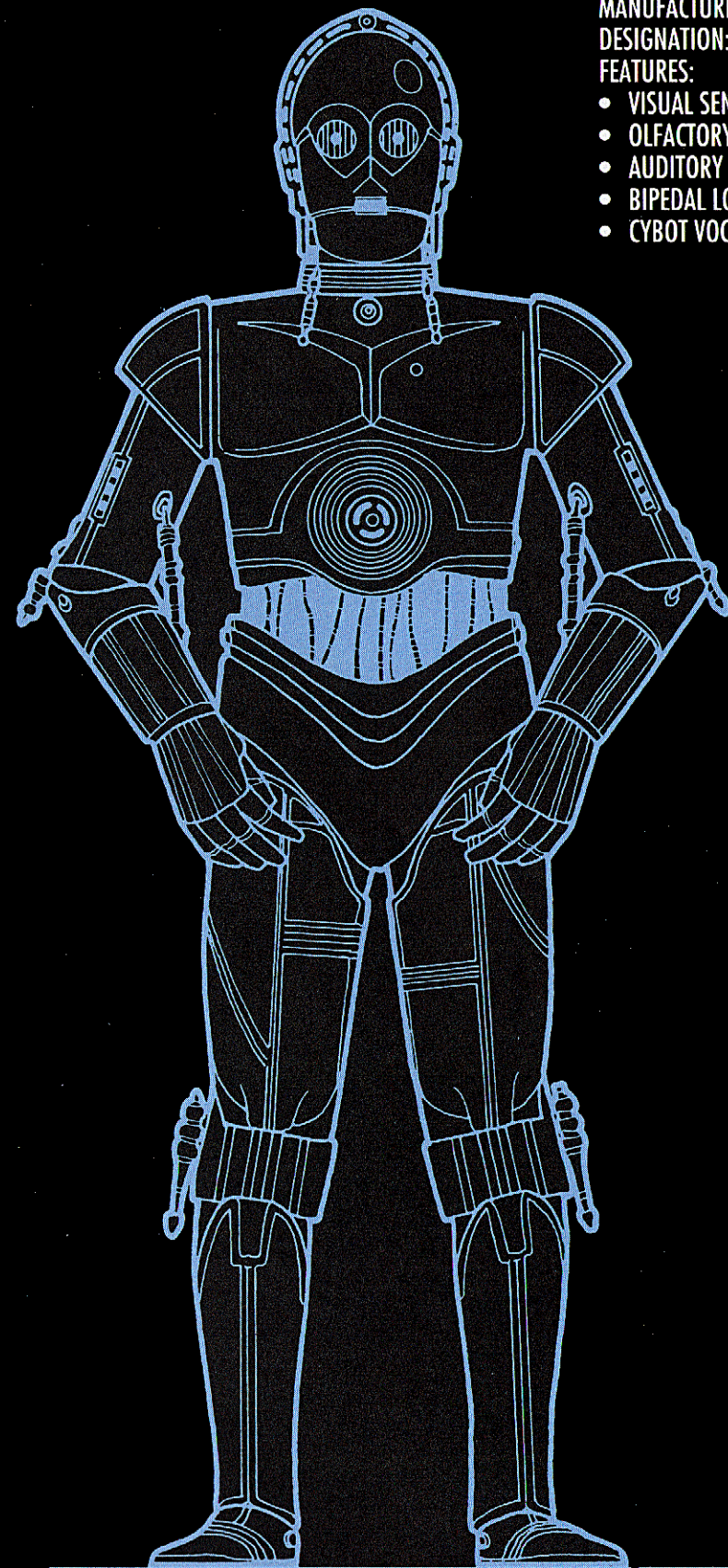
R2-D2

MODEL: EG-6
MANUFACTURER: VERIL LINE SYSTEMS
DESIGNATION: POWER DROID
FEATURES:
• VISUAL SENSOR
• BIPEDAL LOCOMOTION
• ULTRA-FINE MANIPULATION ARM (RETRACTABLE)
• SYSTEM DIAGNOSIS PACKAGE
• CYBOT ACOUSTIC SIGNALLER
• ARMORED HOUSING



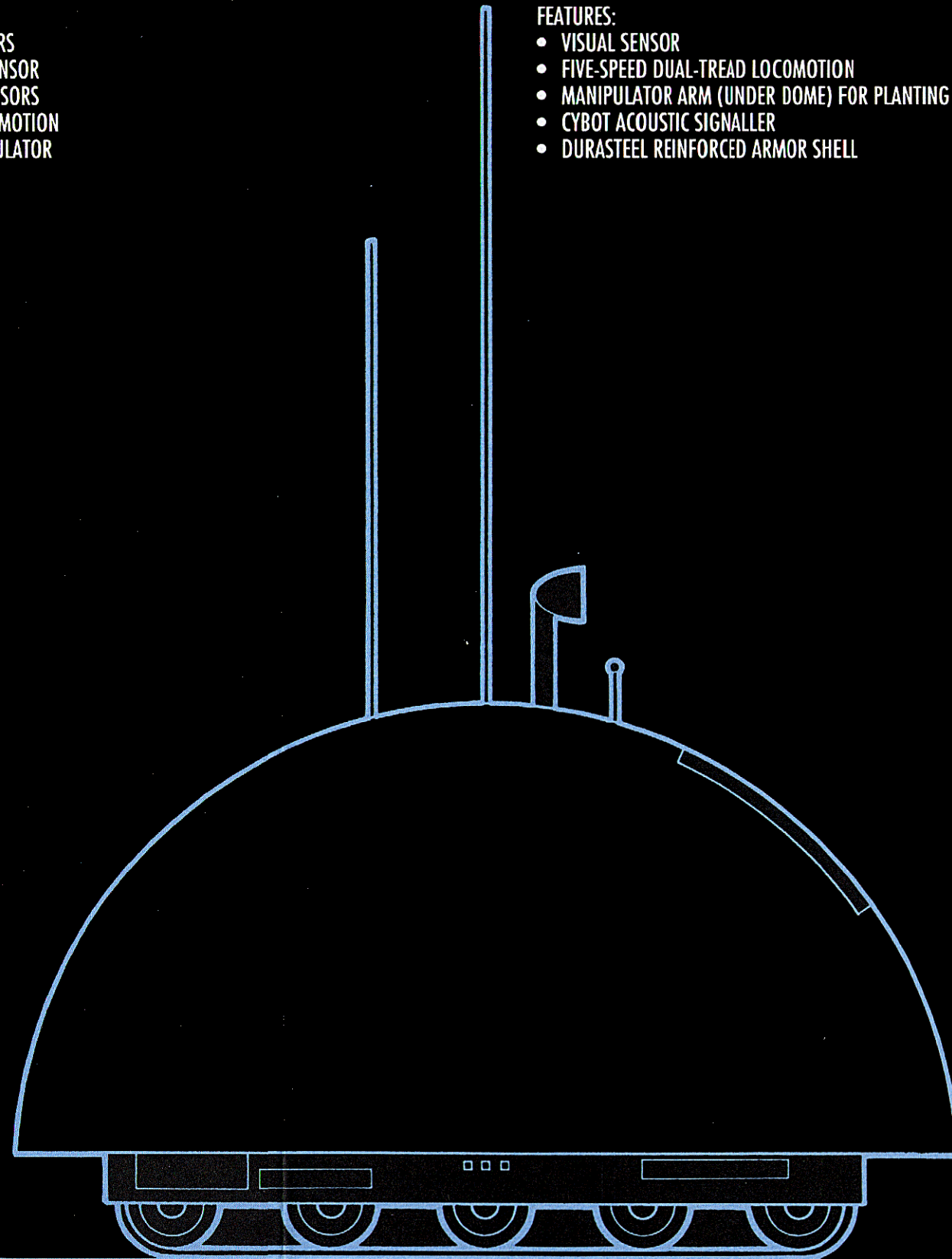
EG-6 POWER DROID

MODEL: C-3PO
MANUFACTURER: CYBOT GALACTICA
DESIGNATION: PROTOCOL DROID
FEATURES:
• VISUAL SENSORS
• OLFACTORY SENSOR
• AUDITORY SENSORS
• BIPEDAL LOCOMOTION
• CYBOT VOCABULATOR



C-3PO

MODEL: LIN DROID
MANUFACTURER: CYBOT GALACTICA
DESIGNATION: DEMOLITIONMECH
FEATURES:
• VISUAL SENSOR
• FIVE-SPEED DUAL-TREAD LOCOMOTION
• MANIPULATOR ARM (UNDER DOME) FOR PLANTING EXPLOSIVES
• CYBOT ACOUSTIC SIGNALLER
• DURASTEEL REINFORCED ARMOR SHELL



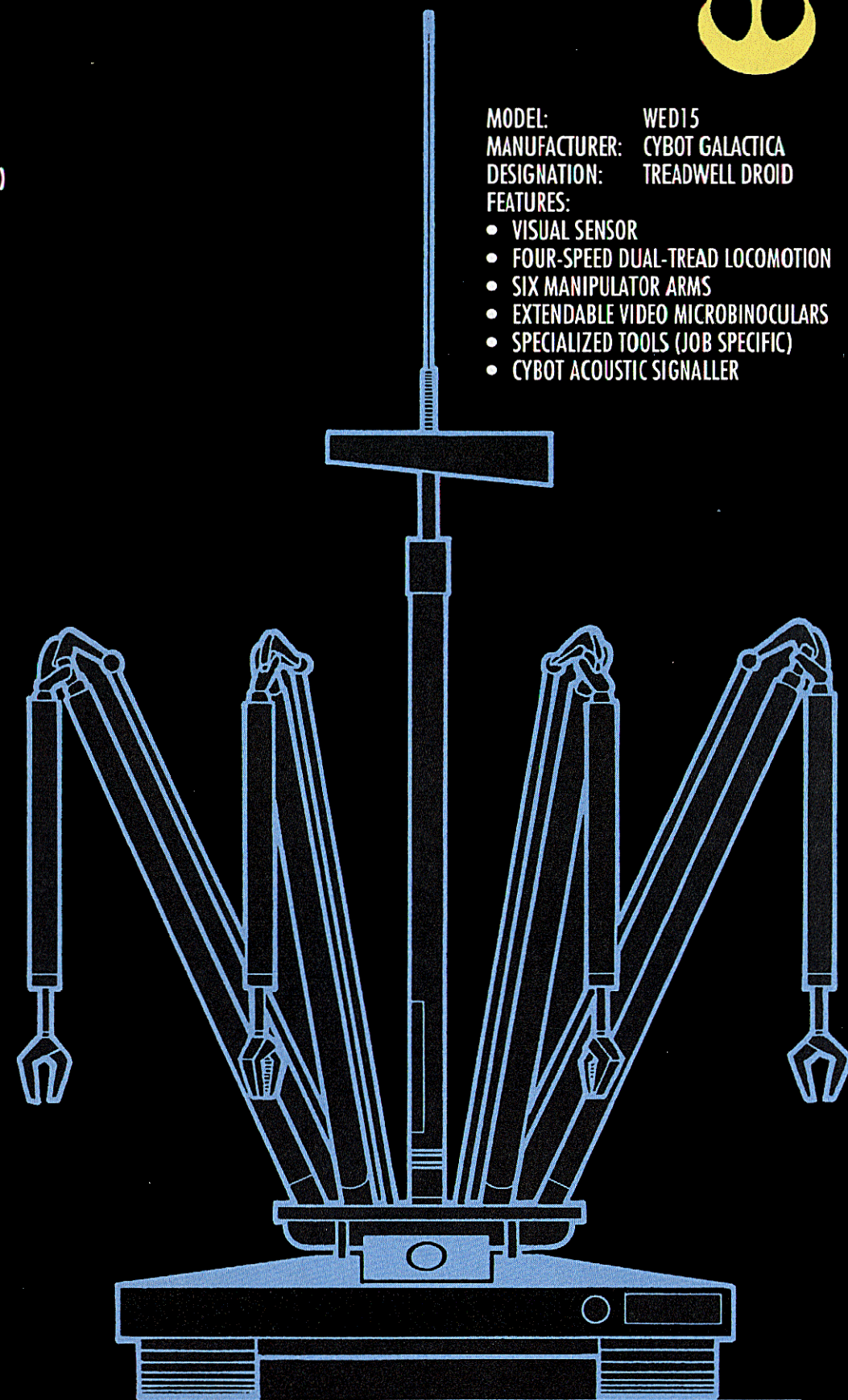
LIN DEMOLITIONMECH DROID

MODEL: R2-AG4
MANUFACTURER: INDUSTRIAL AUTOMATON
DESIGNATION: AGROMECH DROID
FEATURES:
• VISUAL SENSOR
• VIDEO DISPLAY SCREEN
• TRIPODAL WHEELED LEGS (ONE RETRACTABLE)
• ARC WELDER
• CYBOT ACOUSTIC SIGNALLER
• RETRACTABLE MANIPULATOR ARMS

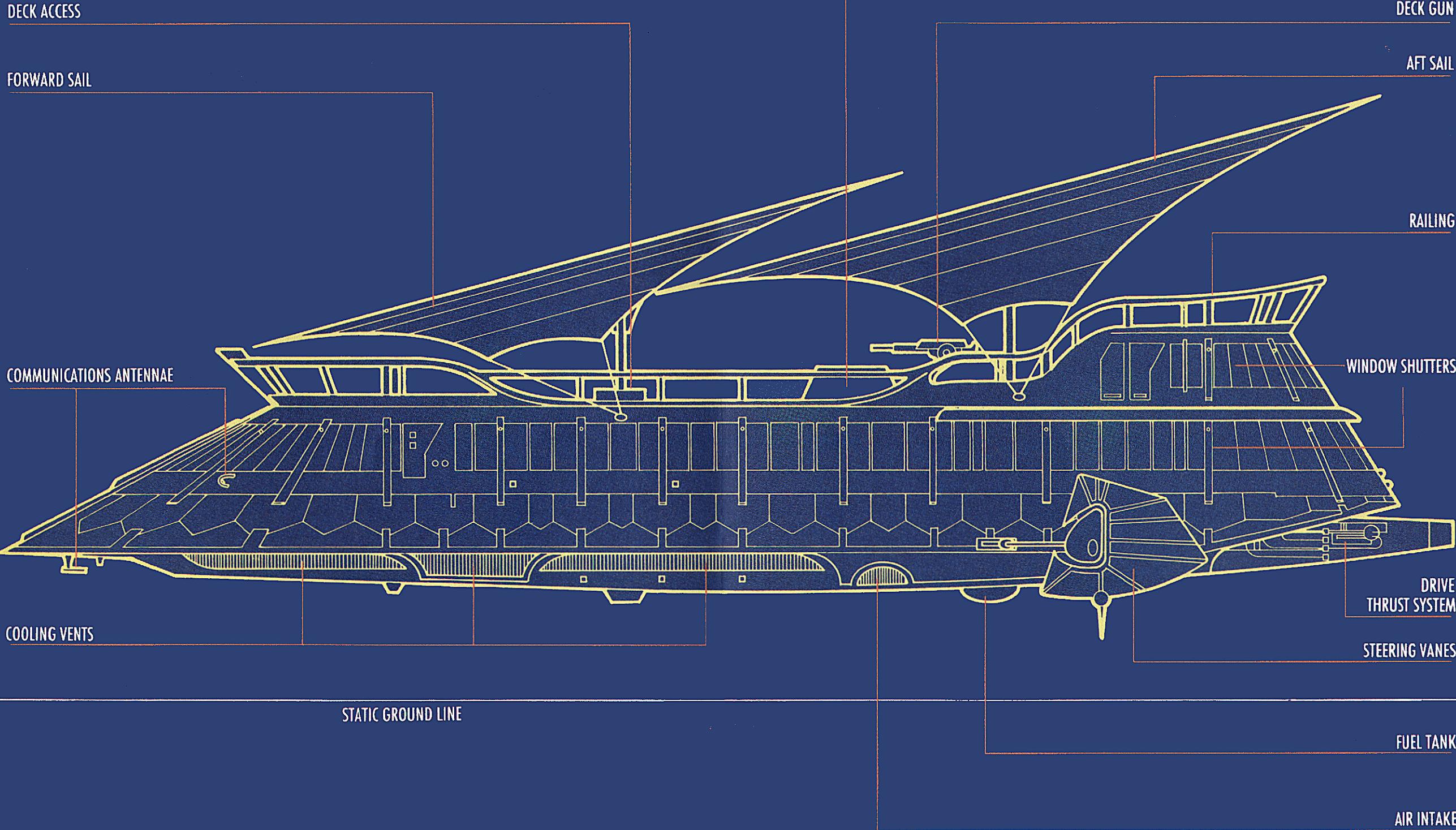


R2-AG4 AGROMECH DROID

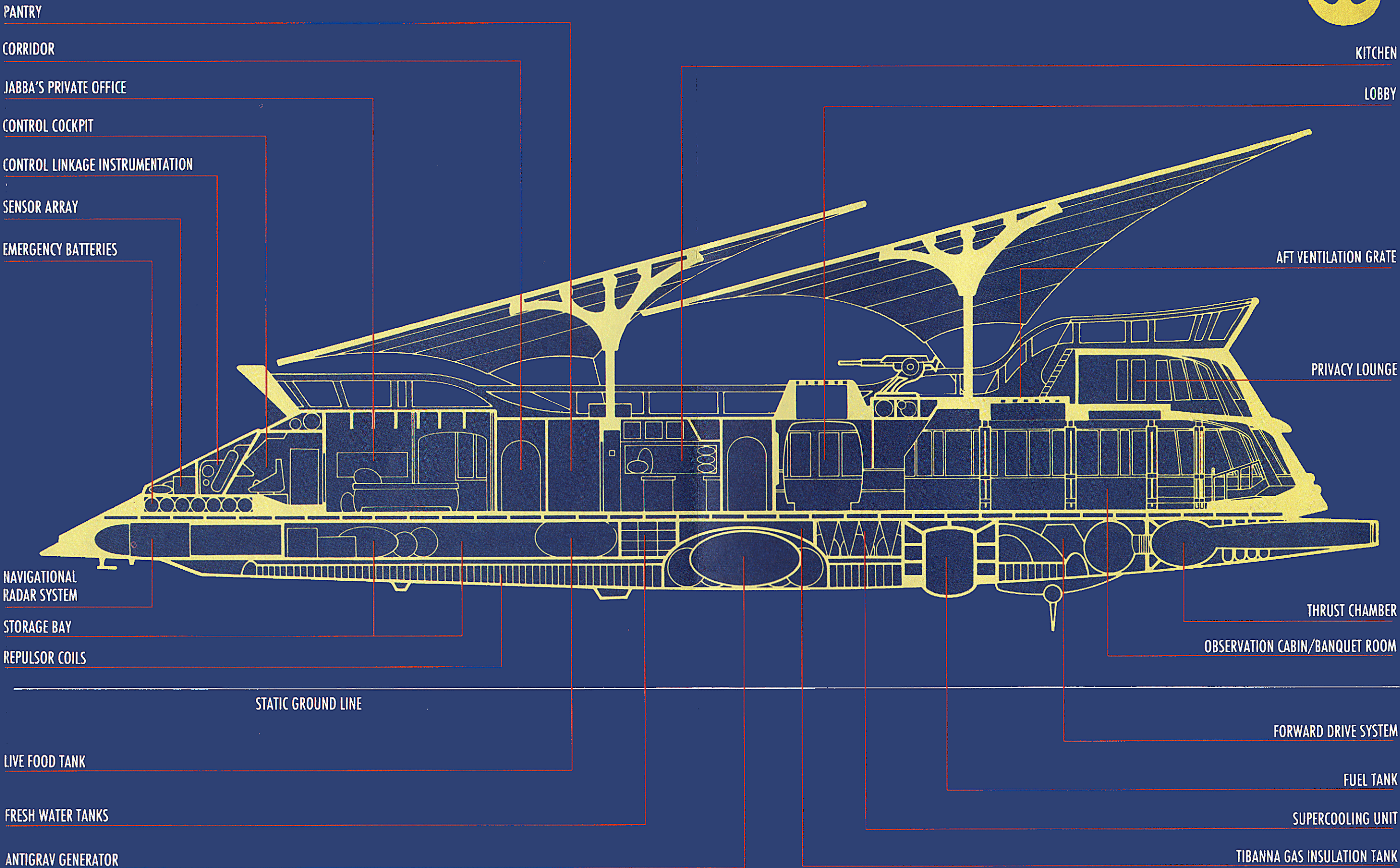
MODEL: WED15
MANUFACTURER: CYBOT GALACTICA
DESIGNATION: TREADWELL DROID
FEATURES:
• VISUAL SENSOR
• FOUR-SPEED DUAL-TREAD LOCOMOTION
• SIX MANIPULATOR ARMS
• EXTENDABLE VIDEO MICROBINOCULARS
• SPECIALIZED TOOLS (JOB SPECIFIC)
• CYBOT ACOUSTIC SIGNALLER

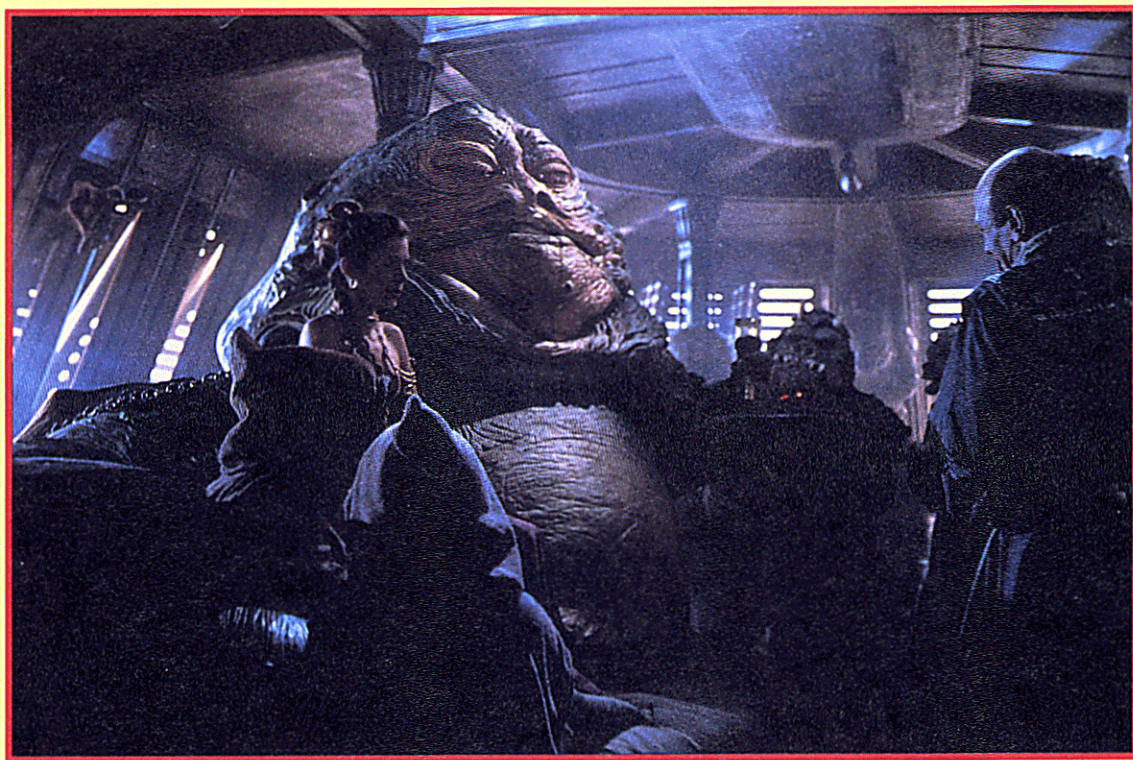


WED 15 TREADWELL



JABBA'S SAIL BARGE





Jabba's private suite aboard his pleasure barge allowed him a measure of privacy with his special guests. Below: Deck guns were added to the barge to protect the crime lord from his enemies.

JABBA'S SAIL BARGE

Until the time of its destruction, the only privately-owned Ubrickkian sail barge on Tatooine belonged to Jabba the Hutt. The crime lord often sailed this luxury craft out over the Dune Sea, usually while negotiating deals with smuggler starpilots or while bribing planetary officials.

Sail barges are immense, built to carry as many as 500 passengers. Jabba's barge required a crew of 26 for safe operation, but the Hutt was often known to set out with fewer than 15 (and most of those were kitchen help). With their massive repulsorlift engines, barges can move at speeds up to 100 k.p.h. and cruise at varying altitudes below 10 meters. Forward propulsion is generally provided by a tri-chambered thrust package at the stern, but many barge owners prefer to utilize the ship's decorative sails and allow the wind to propel their vessels. Speeds under wind power rarely exceed 30 k.p.h., but for casual sailing such travel is most pleasant.

Most sail barges are used as tour vessels or as traveling hotels. Corporate industries throughout the Core Worlds own one or more barges for the use of their top executives, but the great cost of such vessels keeps most smaller businesses from such a luxurious diversion. Galaxy Tours of Sullust offers a wide variety of sail barge vacation packages for businesses and individuals alike, sailing for days over exotic ice seas or wide oceans.

Jabba added a few special modifications to his barge. A powerful, deck-mounted blaster cannon added a measure of security against enemies who might cause problems for the crime

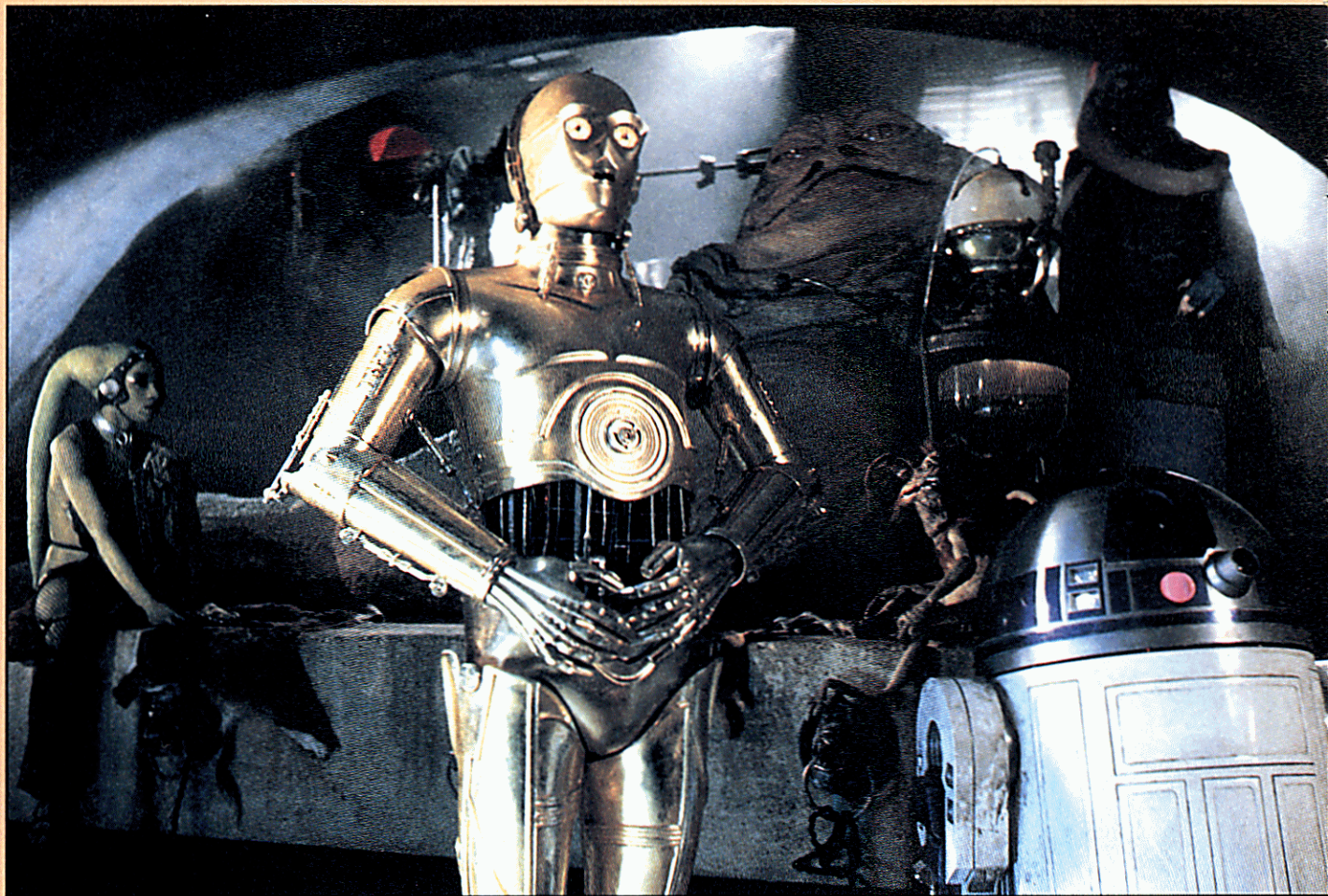


lord. An enhanced sensor system was added for the evasion of law officials and Imperial troops. Since Jabba preferred the dry heat of Tatooine, the barge's air conditioning system was removed and replaced with a series of opening window shutters.

A well-stocked kitchen was the true heart of Jabba's barge. The Hutt often ate as many as nine times a day, keeping the kitchen staff hopping in their efforts to please their volatile employer. Catering to the crime lord's rather exotic tastes, the chefs onboard were required to serve as much food alive as they were expected to cook. A large live-well was added beneath the pantry for this reason.

A private office/bedroom was built where most barges house passenger suites. Jabba, riding upon his repulsor sled, would leave this room only when necessary, reserving the main lounge cabin for his henchmen and guests.

The wreck of Jabba's sail barge, stripped by Jawas of most of its still-useful equipment, lies next to the Sarlacc pit in the heart of the Western Dune Sea. It is a featured attraction of the new Mos Eisley "Skywalker Tour." •



**Threepio's
personality is one of
little patience and
great annoyance.**

PROTOCOL DROID C-3PO

Owned by Luke Skywalker, C-3PO (usually referred to simply as Threepio) is the translator counterpart to R2-D2. His gold-plated finish is not as worn as would be expected considering all he has been through, but a few salvaged, silverplated body shell replacements betray his active history. A proven model, C-3PO was manufactured more than 112 years ago and is functioning as well today as he was when fresh from the assembly line.

Bought from the Jawas by Owen Lars, Threepio anticipated an uneventful existence of speaking with moisture vaporators and Treadwell droids. But the same events that catapulted Luke Skywalker into the heart of the Rebellion against the Empire carried Threepio along as well, and his "life" became far more exciting than he cared for.

Threepio can speak six million different languages, as can most protocol droids. His voice and mannerisms are quite human and pleasant, making him easy to talk with. His first assignment was the programming of binary load lifters, after which he quickly entered the field for which he had been designed. His vast linguistics programming has served him well.

Threepio's personality is one of little patience and great annoyance. While he is generally quiet about it, he constantly complains about one thing or another, usually blaming his troubles on R2-D2. And while he will not admit to it, repeated comments and actions on his part have shown that he has great affection for his little counterpart. His factory-installed capacity for creativity has grown from near zero to level three, allowing Threepio to "exaggerate" when a situation demands it of him. Although this is not usually considered a desirable trait in a translator (due to the possibility of erroneous translations cropping up), Threepio's owner feels that the trait makes C-3PO more human and has not corrected it. ●



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RECHARGE COUPLING

WRIST LINKAGE

POWERBUS CABLES

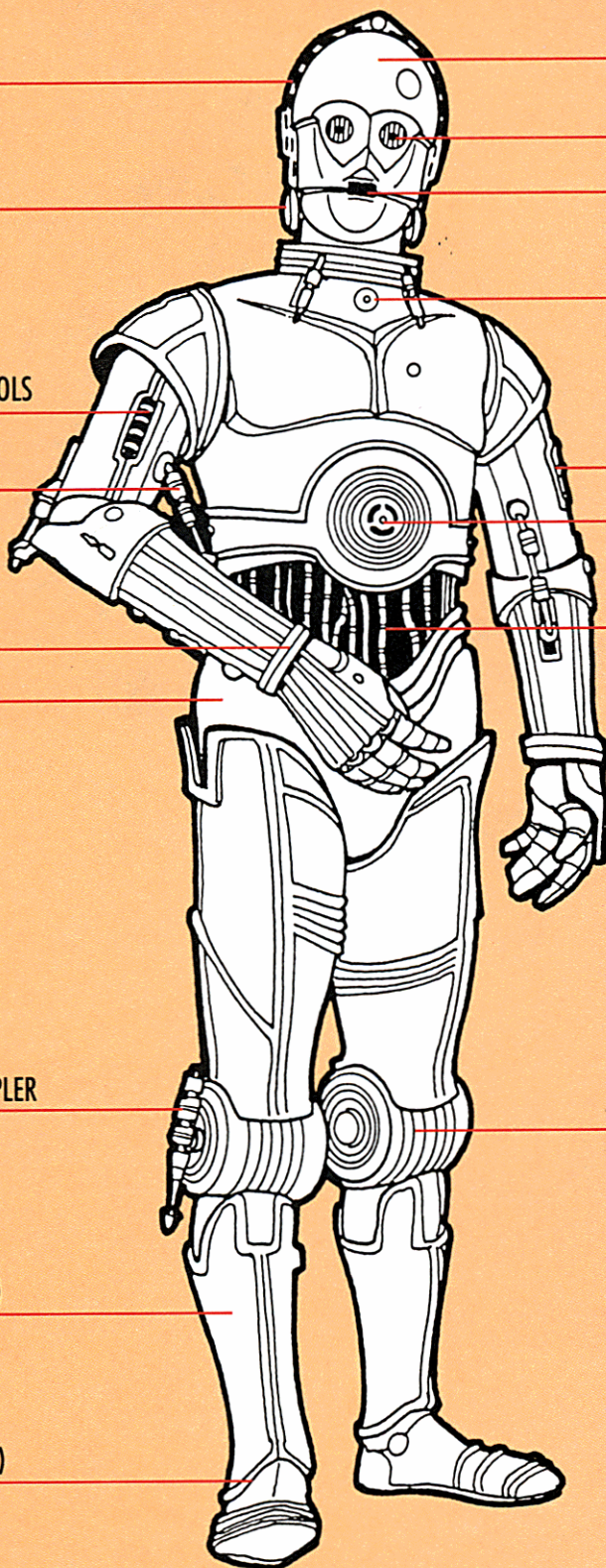
PELVIC SERVOMOTOR

INTERMOTOR ACTUATING COUPLER

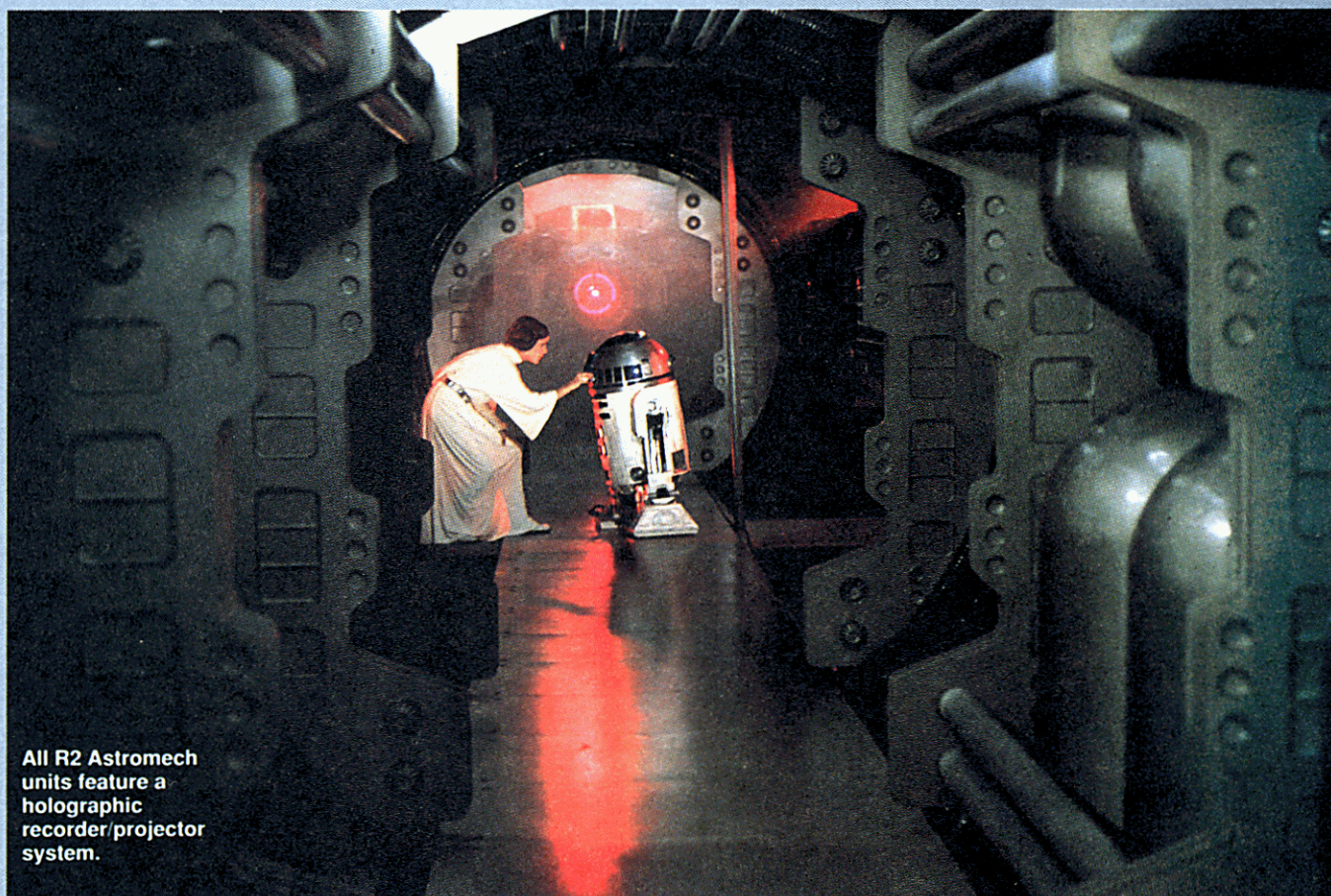
REINFORCED KNEE JOINT

SALVAGED SHINPLATE (SILVER)

SALVAGED FOOT SHELL (SILVER)



PROTOCOL DROID C-3PO



All R2 Astromech units feature a holographic recorder/projector system.



ASTROMECH DROID R2-D2

One of the heroes of the Rebellion against the Empire is the brave little Astromech, R2-D2 (Artoo-Detoo). Artoo seems to have developed a personality normally beyond the capacities of such a unit, for he shows great devotion and dedication to those he serves.

R2-D2 was once the property of a Rebel officer named Captain Antilles of the Rebel blockade runner, *Tantive IV*. It was from this ship that Artoo carried Princess Leia Organa's distress message to Obi-Wan Kenobi on the planet Tatooine below.

It was Artoo's memory circuit that carried stolen technical readouts for the *Death Star* safely to the Rebel base on Yavin where, using the data, a weakness was found in the battle station's defenses. Mounted into the droid socket of an X-wing starfighter, he then flew with Luke Skywalker during the attack on *Death Star I* and suffered damage from an Imperial laser bolt. Repaired back on Yavin, Artoo continued to serve both his owner, Skywalker, and the Rebellion. His service history throughout the campaign is well documented.

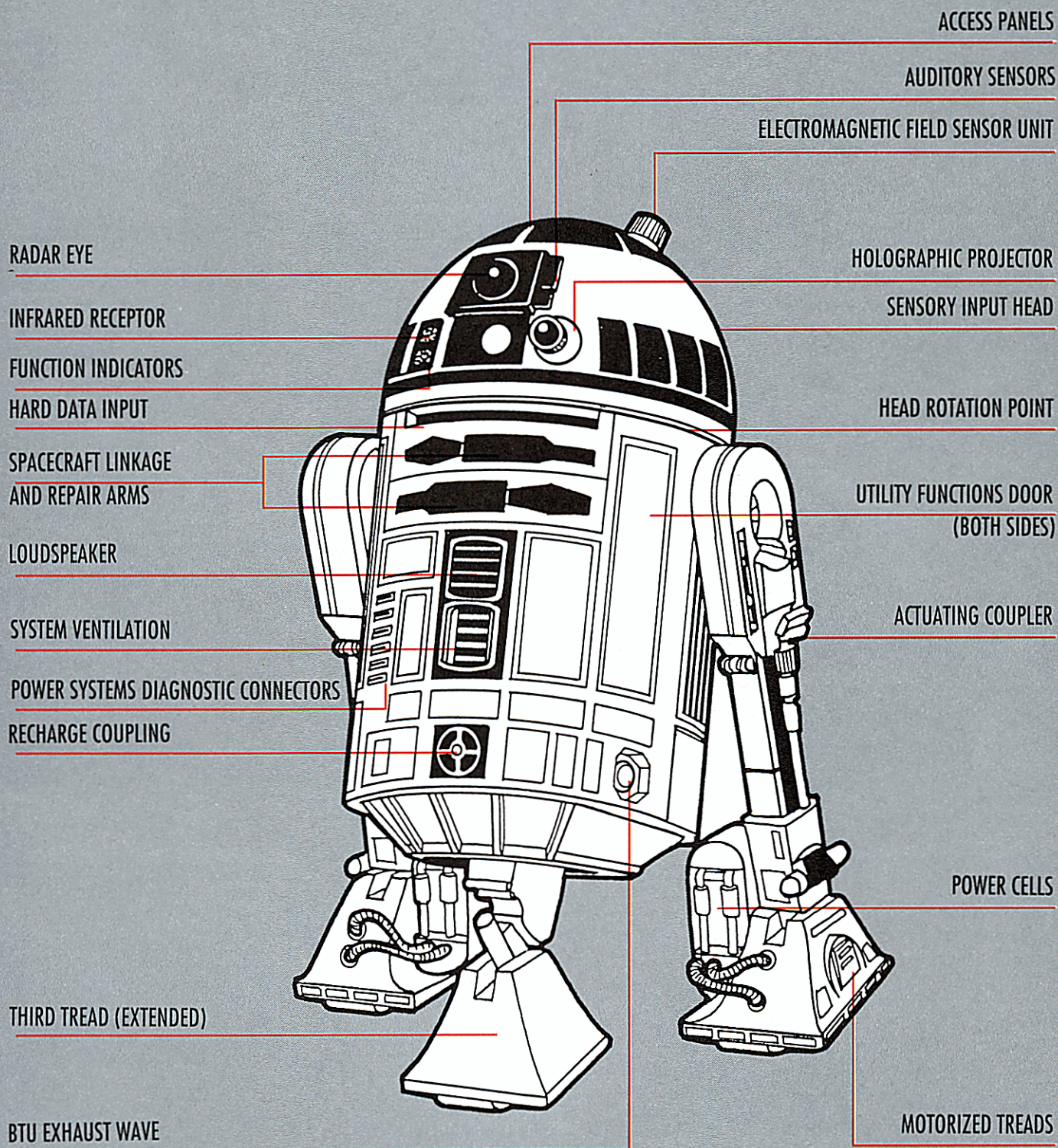
Artoo has at one time or another been fitted with a wide variety of specialized tools. The list includes a fire extinguisher unit, a computer data storage/retrieval arm, a drink dispenser, a circular saw unit, a pneumatic ejection device, an arc welder and gripper claws.

Like all R2 Astromech units, Artoo features a holographic recorder/projector system. The device is intended to record starfighter visual flight data for later analysis, helping new pilots to learn from the mistakes of their predecessors. Many such droids are used by cultural historians to record of historical events as they happen, after which the stored images are downloaded into university library banks. ●



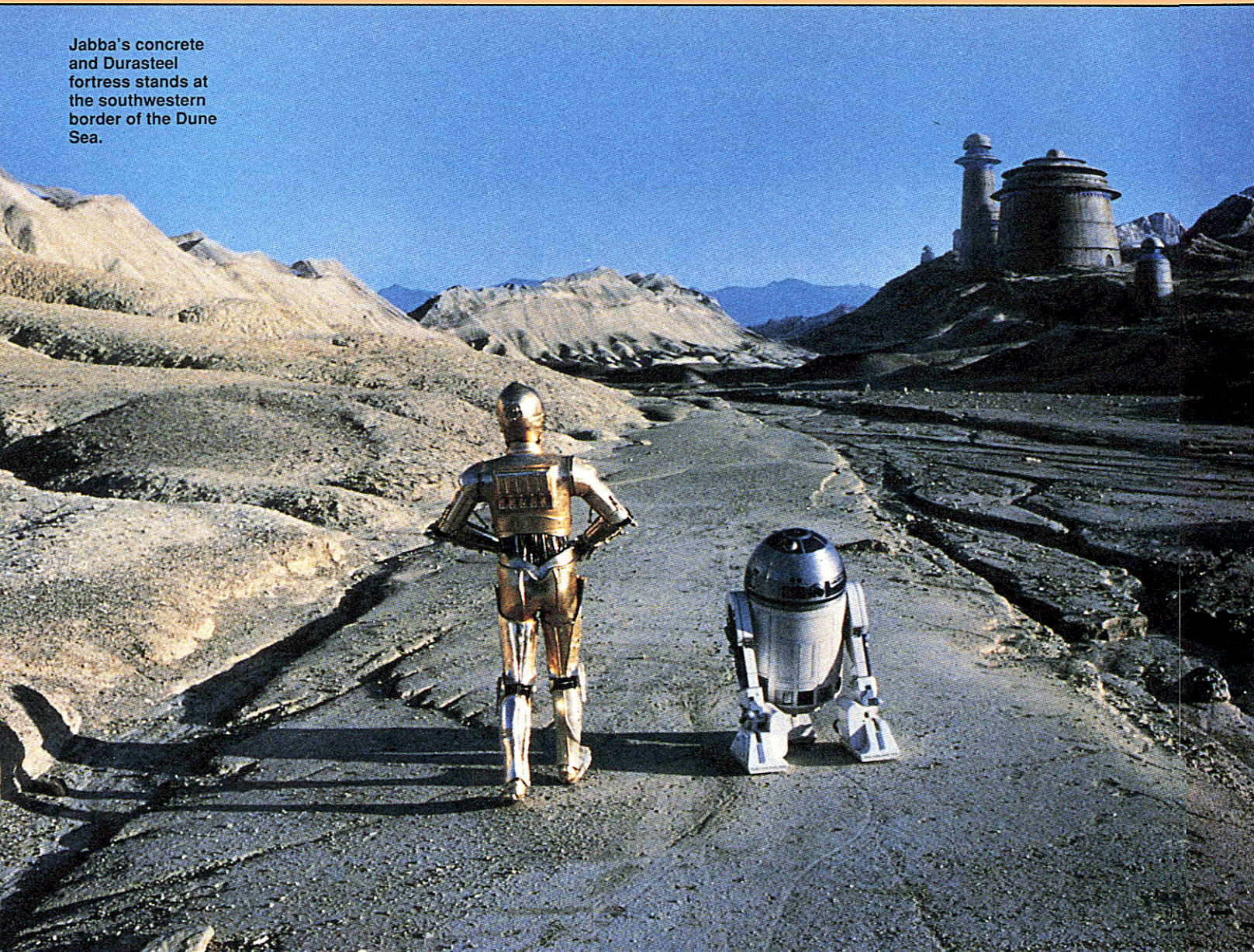
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ASTROMECH DROID R2-D2

Jabba's concrete and Durasteel fortress stands at the southwestern border of the Dune Sea.



JABBA'S PALACE

Located near the southwestern border of the Western Dune Sea stands a mighty Sandrock and Ditanium fortress. This impressive structure was once home to the equally impressive, yet evil figure, Jabba the Hutt, until Jabba's downfall at the hands of Luke Skywalker and his companions.

The palace extends underground and towers nine levels into the air. The tower complexes contain guest and servants' quarters, gaming rooms, conference rooms, and ornate dining halls. Jabba's audience chamber lies at the base of the main tower. A massive, automated door provides the only known access to the palace interior, opening into a cavernous entry hall that is dark and foreboding. Persistent rumor claims that Jabba had a secret escape passage built into his fortress, but none has yet been discovered.

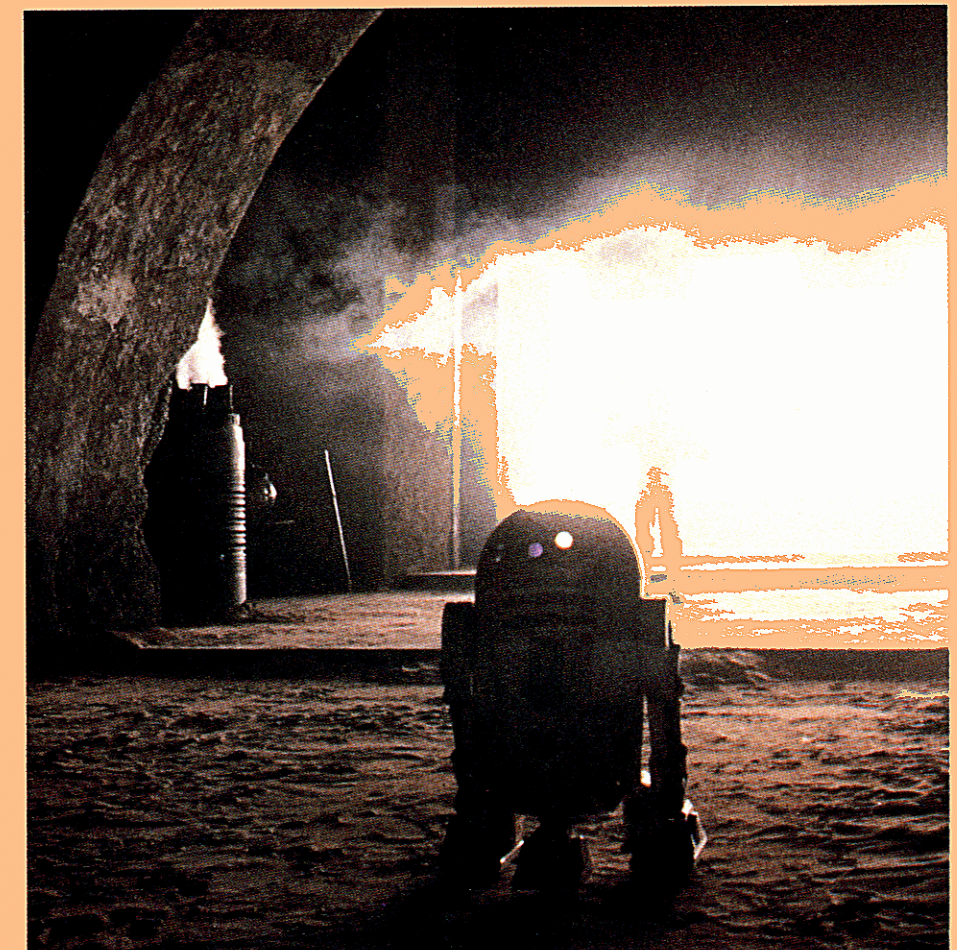
Jabba had always had an affinity for predatory creatures from different worlds, and cages and pits built into the palace structure once held many species. The Hutt took devilish delight in feeding his enemies to such carnivorous beasts as his kayven whistlers, savage creatures resembling a cross between a monkey and a bat. A huge pit directly beneath his audience chamber once held a rancor, a huge beast

that originated on a planet known only to Jabba's interstellar crime syndicate. A trapdoor in the floor of the audience chamber would drop whomever Jabba wished into the Rancor's clutches, and as those above watched, the monster would dine on the hapless victim.

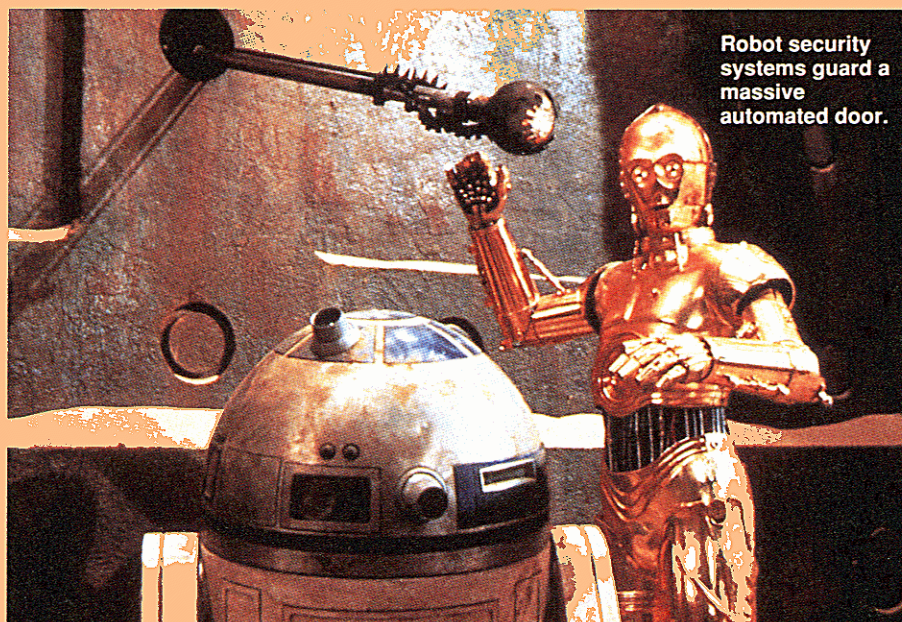
Because of Jabba's great size and mass he traveled upon an ornate, specialized repulsor sled. Special lift shafts stretch both vertically and horizontally throughout the palace structure, once providing the Hutt total access to his fortress home. Stairs and more conventional elevators served employees and guests of a more humanoid configuration.

Following his imprisonment in carbonite, smuggler Han Solo was held in stasis and displayed at the western end of Jabba's audience chamber. Skywalker sent the droids C-3PO and R2-D2 to Jabba, offering them as a gift toward the negotiated release of Solo. Jabba, lying on his repulsor sled, refused Skywalker's offer (1) yet took the droids anyway. Later that night, when the chamber was unoccupied, Princess Leia Organa, in disguise, freed Solo from the carbonite (2), only to be captured and enslaved by Jabba. Skywalker, arriving the next day, tried to negotiate their freedom but found himself a victim of Jabba's trapdoor (3). Using his Jedi skills, Skywalker defeated the ferocious Rancor (angering Jabba intensely) and he and his friends were taken to the Great Pit of Carkoon.

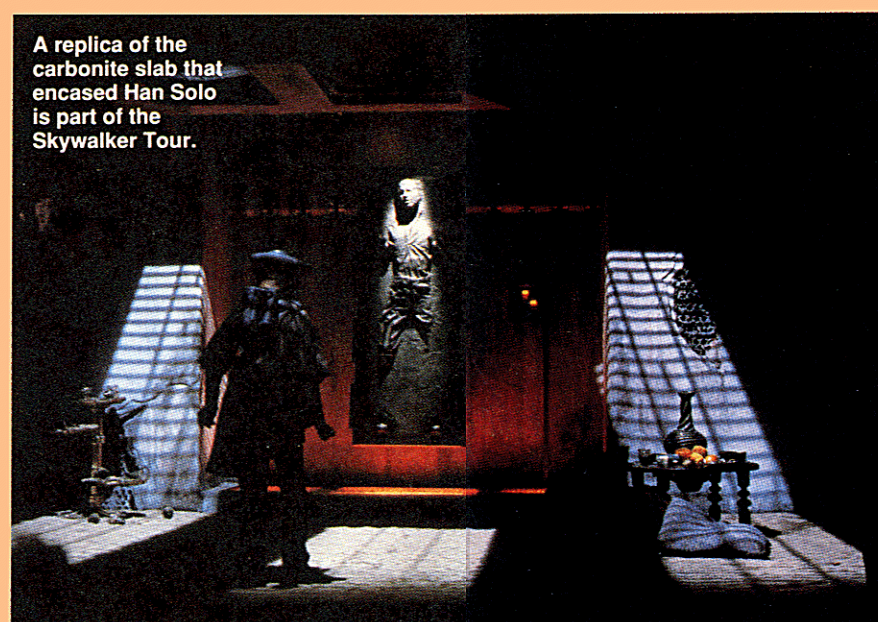
The cavernous entry hall is filled with hidden traps and automatic security machinery.



Robot security systems guard a massive automated door.

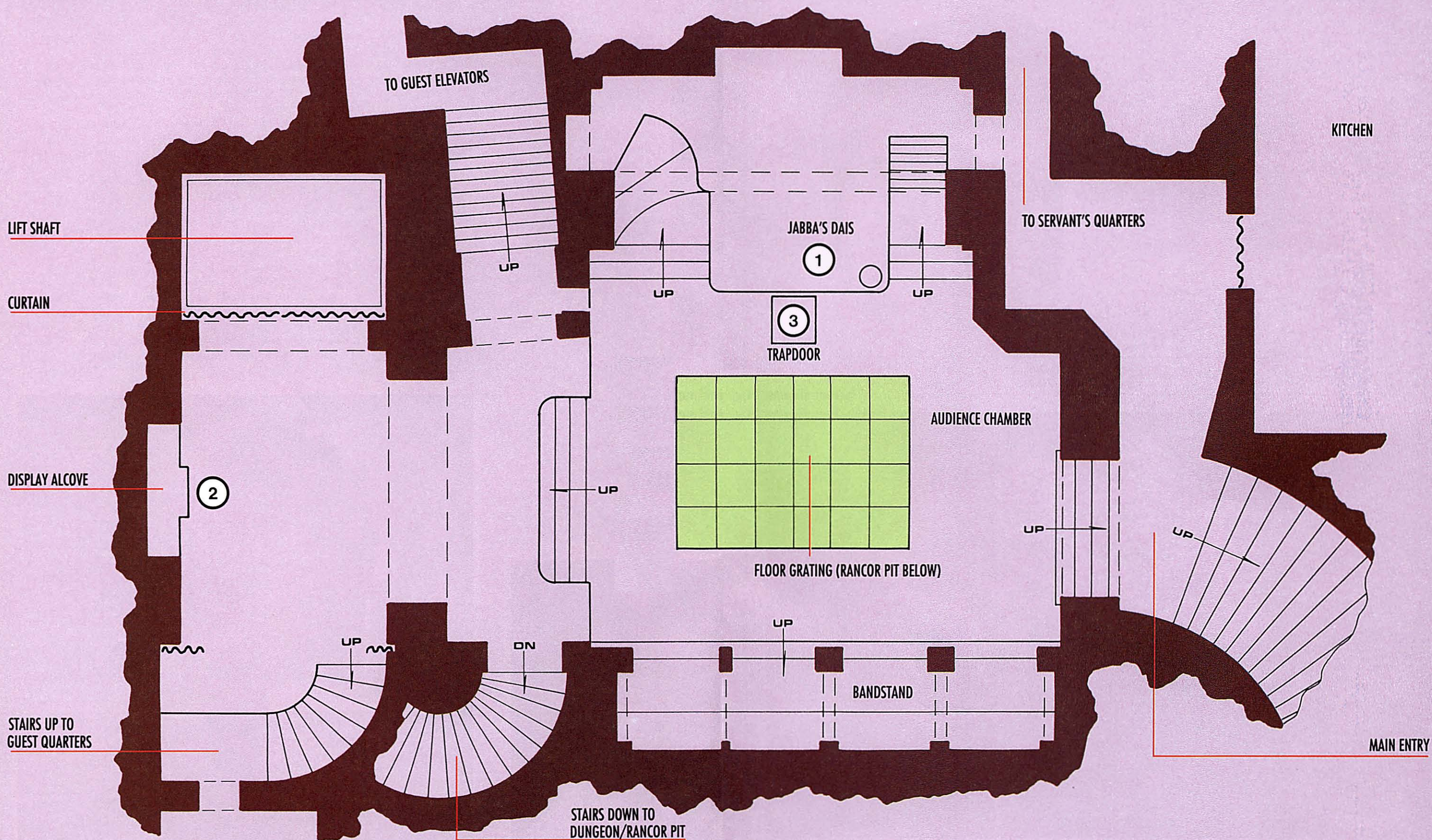


A replica of the carbonite slab that encased Han Solo is part of the Skywalker Tour.





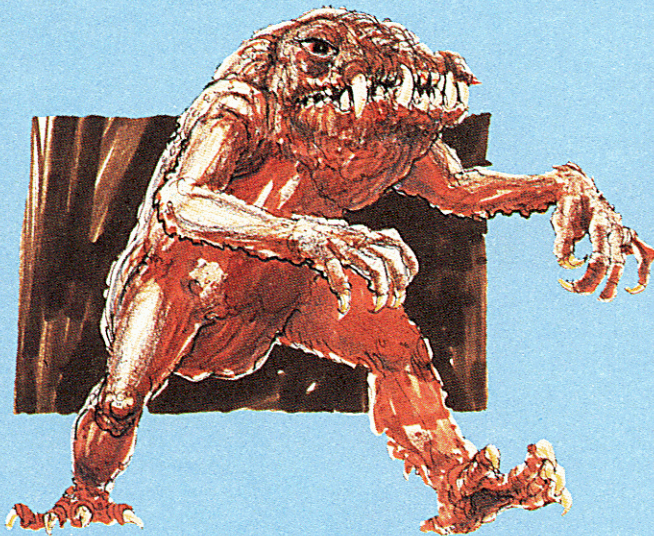
JABBA'S THRONE ROOM





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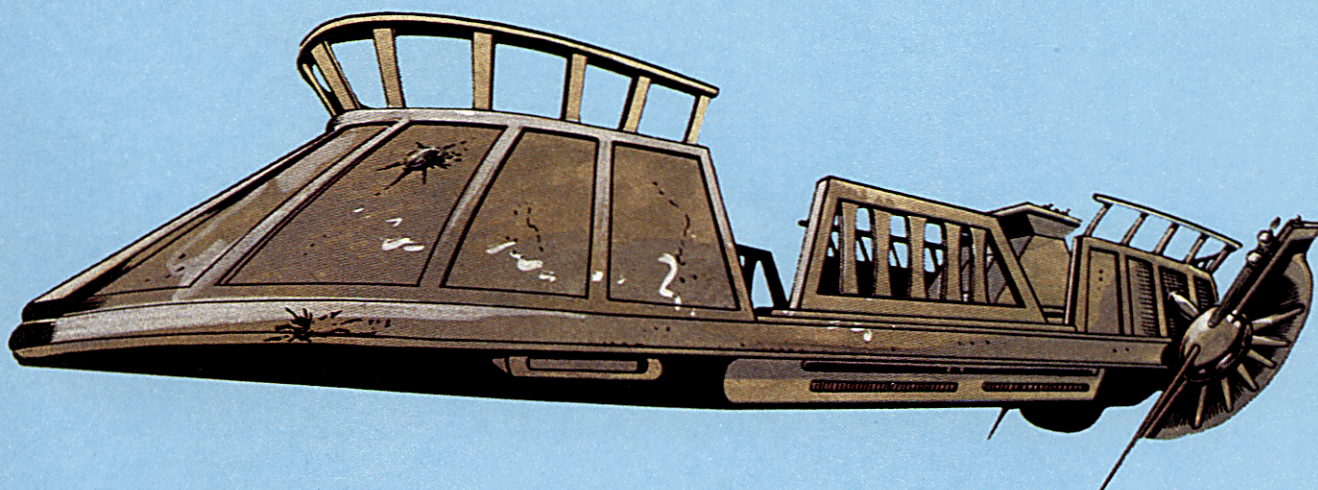
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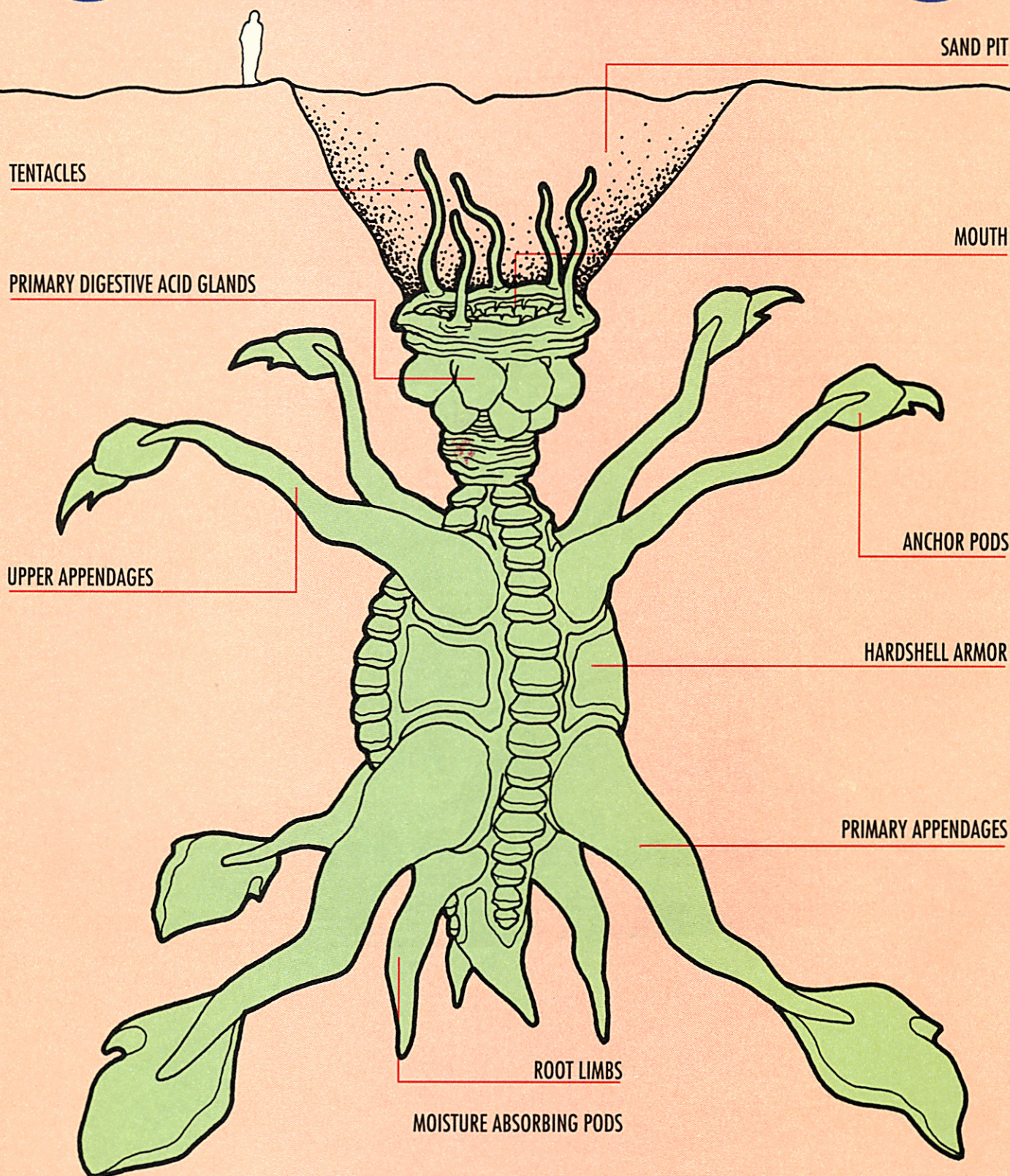


JABBA'S SKIFF



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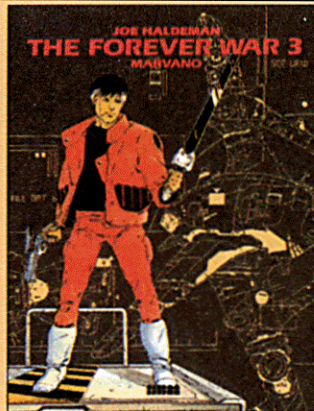
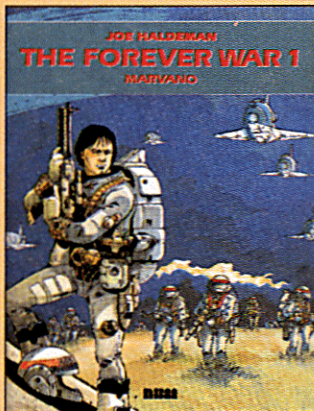
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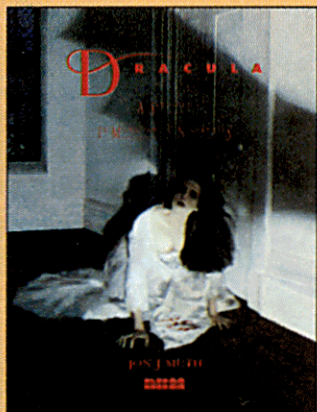
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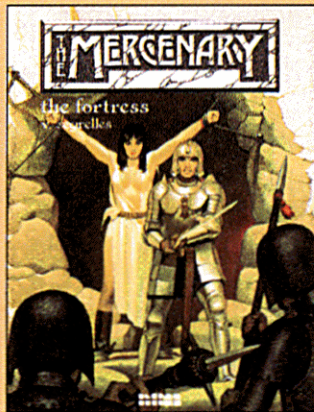
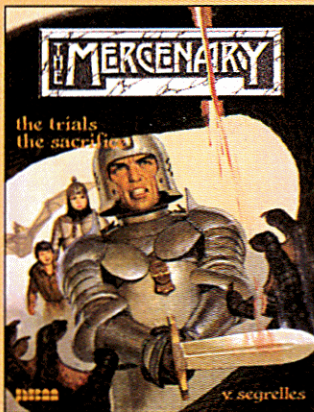
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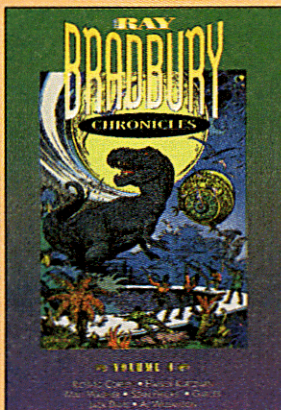
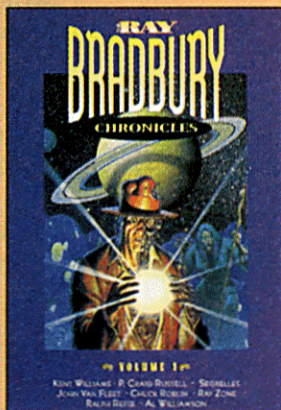
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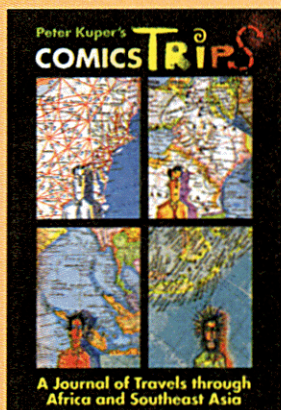
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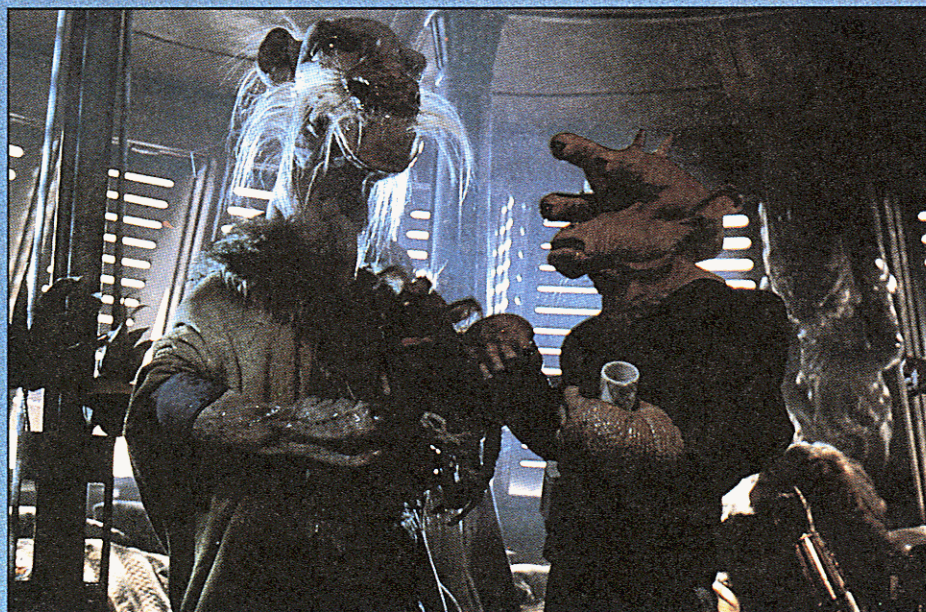
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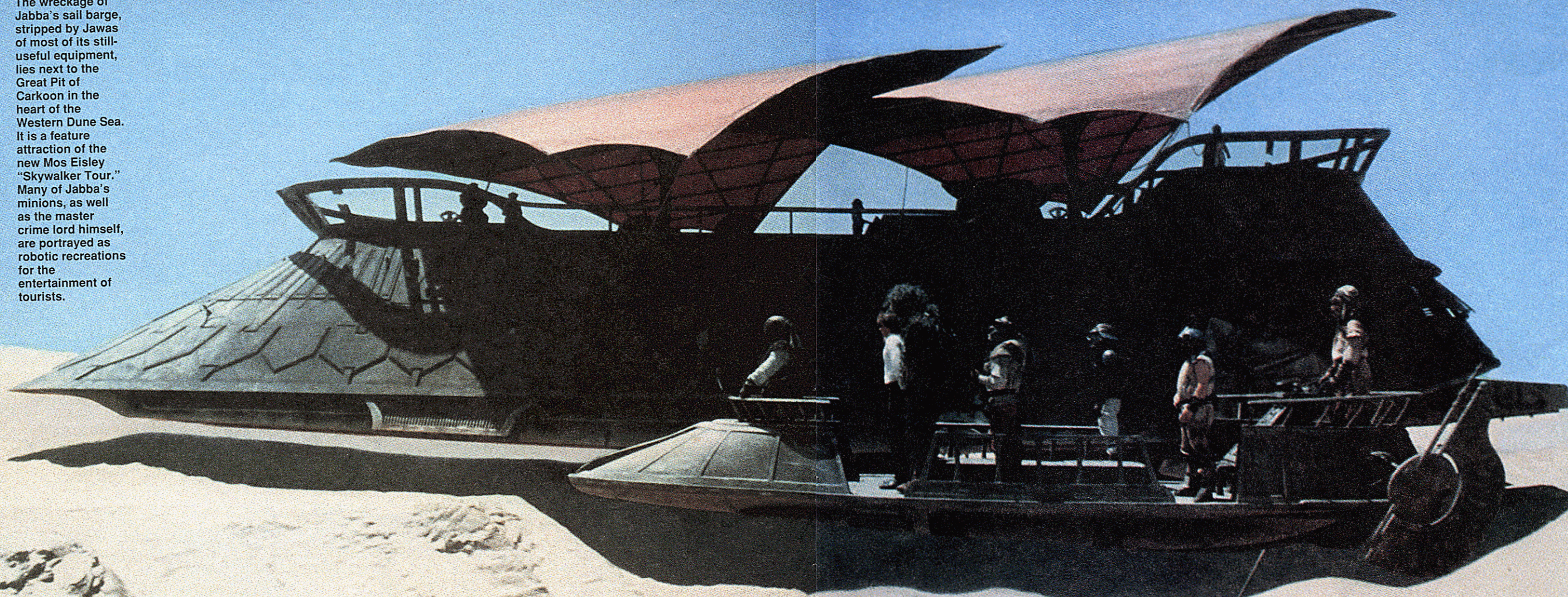
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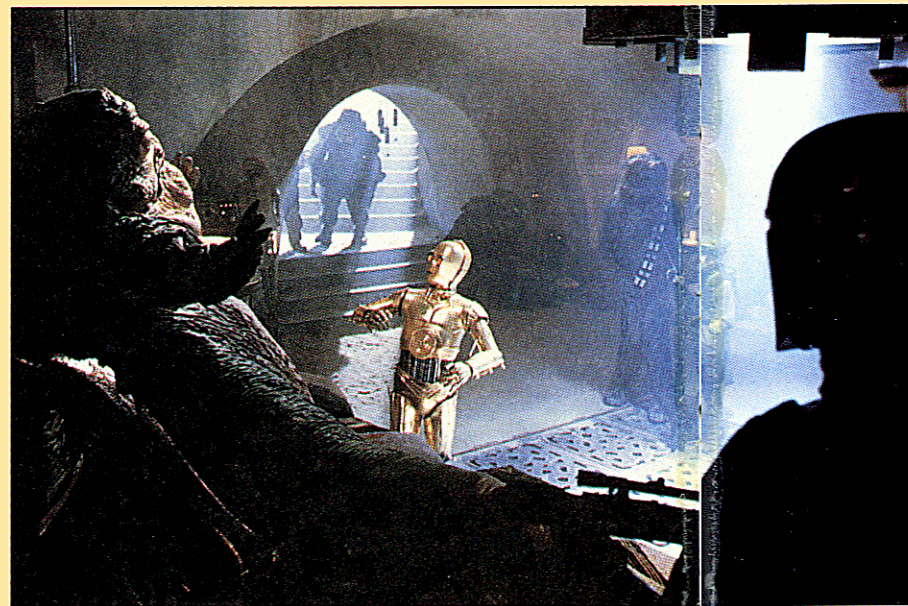
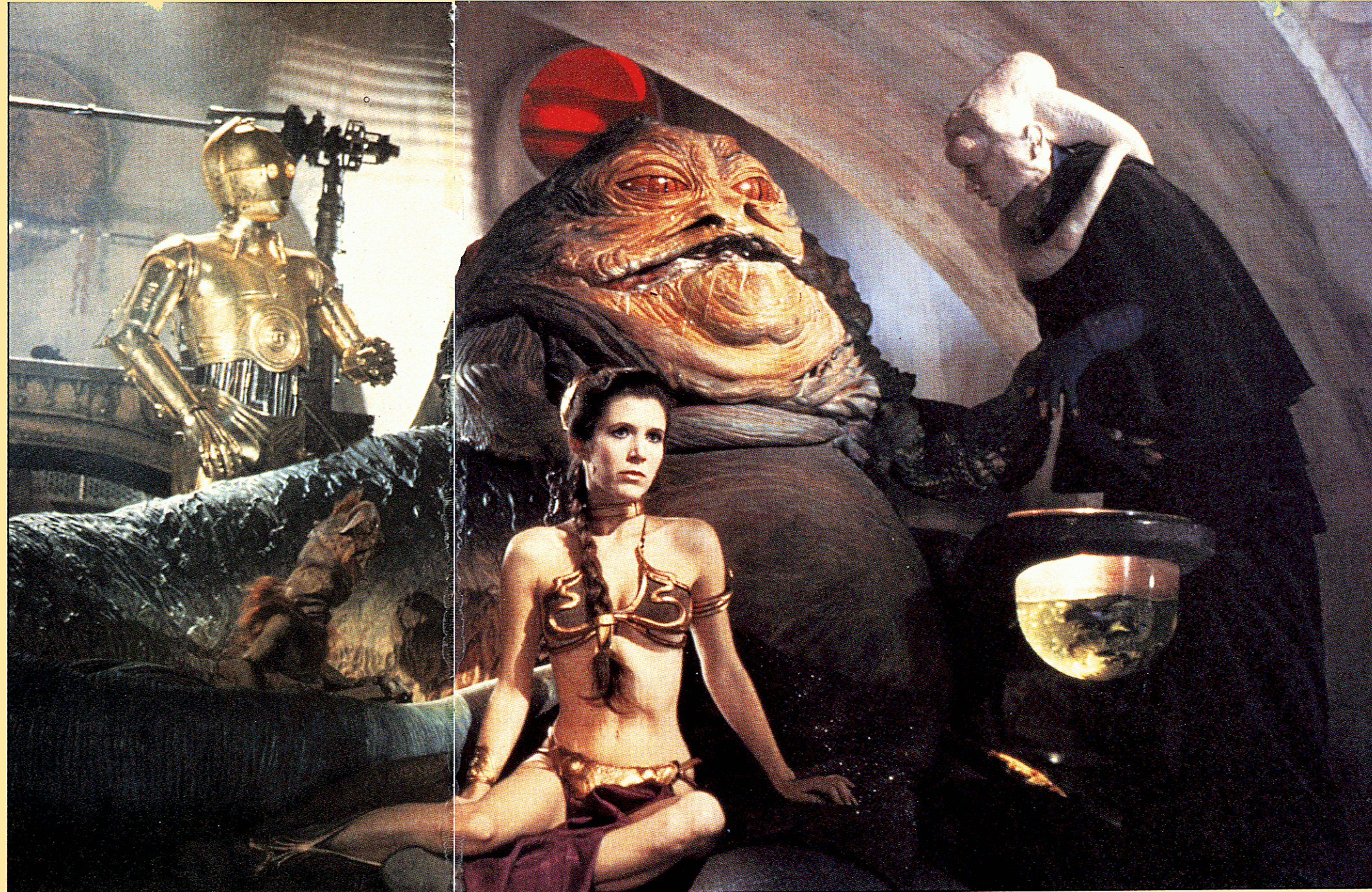
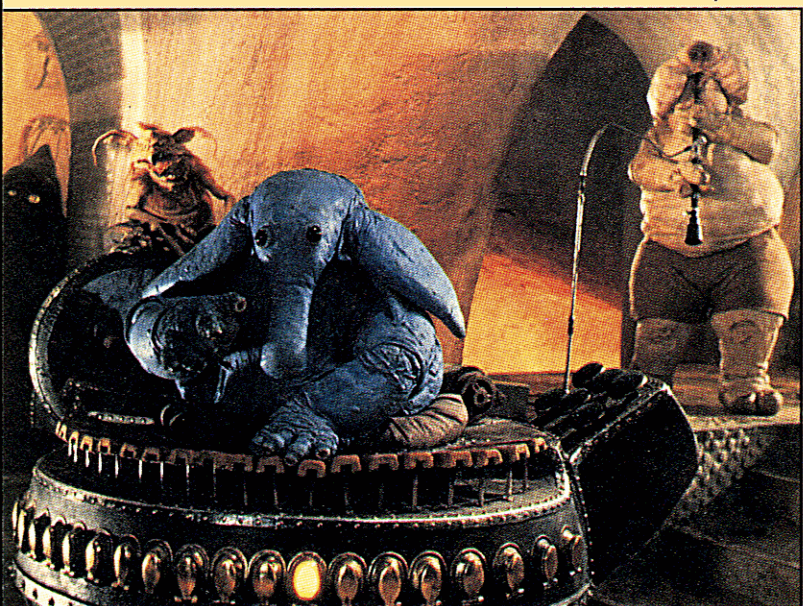


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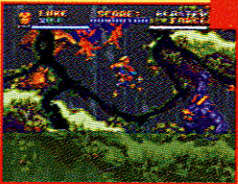
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